

CRASH

MICRO ACTION

A FUSION RETRO PUBLICATION
NO.16 JUN / JULY 2023

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AMERICAN POOL AND MORE!

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CRASHBACK REVIEW
We look back...
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CRASH



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CRASH is published by
Fusion Retro Books
Dencer Drive,
Kenilworth,
CV8 2QR.

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FUSION RETRO BOOKS





MEMBERSHIP

We have launched a membership area on the Fusion Retro Books website. The idea is to offer 3 levels of membership - the base Bronze offering is access to our back catalogue of magazines and books in the form of flipbooks (the PDF of



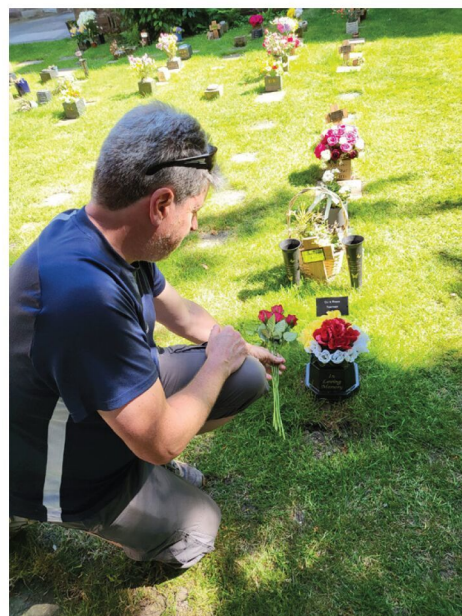
each title can also be downloaded).

The Silver and Gold tiers also offer discounts on the site, as well as a "Fusion Insider" magazine, membership card and access to a blog. Take a look here for more details: <https://bit.ly/3NEqmFD>

BACK TOGETHER

This month (the ashes of) Roger Kean and Oliver Frey were brought back together and buried at St Laurence's Church in Ludlow, just

behind King Street where CRASH Towers was located.



I made the journey with my better half to see the guys once more, and to tell them a little bit about what was happening in the world of retro.

It's incredible that 6 months has already gone by since Roger left us. Even more unbelievable is that it is approaching a year since Oli passed on. Their legacy carries on within the pages of CRASH.

And finally, planning for CRASH Live 2023 is now in motion....

Chris Webb

	Monthly	6-months	Yearly
			
	Bronze	Silver	Gold
Access to online Flipbook of all magazines and books	✓	✓	✓
Download PDF	✓	✓	✓
Percentage off purchases on site	✗	10%	20%
Membership Card	✗	✗	✓
Fusion Insider 16-page magazine, every 6 months (early July, early January)	✗	✗	✓
Discount off products at FUSION events (on showing Membership card)	✗	✗	25%
Covermount files - ZZAP! 64 and CRASH	✗	✓	✓
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Price	£6 per month	£35 every 6-months	£70 yearly
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NEWS & PREVIEWS

Whilst modern console fans are treated to a summer of first party streams and events, designed to tease the latest console blockbusters, Spectrum fans have increasingly looked forward to the Yandex annual retro games battle!

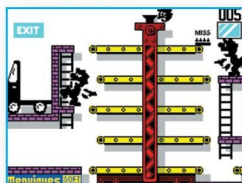
Organised by the Yandex technology museum, based in St. Petersburg, Russia, this year will be the third annual contest and the first in which the competition is opened up to multiple home computers.

Nonetheless, the Spectrum continues to dominate, and this year it's lured out some real gems, not least of which is *Seraphima*, a title that marks the return of legendary Spectrum developer, Zosya; better still, we review it in this very issue.

In other news, developer Andrei Titov continues to polish eggs and has now delivered a definitive version of *Fantasy Land Dizzy*. Read more and download at: <https://bit.ly/46cYSzp>.

Elsewhere, the hit 2020 game, *Dev Will Too*, has got a big 2.0 update, bringing it closer to the MSX version. Get it at:

<https://bit.ly/46f6YHK>.



It's now available at: <https://bit.ly/3NmDSO8>



Epsilon Games have released a demo for their *Battle City* de-make, *ZEDEX TANKS*. It features all 35 levels from the original, two player support, and a level builder.

Grab it now from: <https://bit.ly/3Jpafdv>

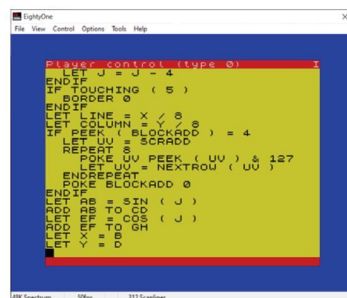
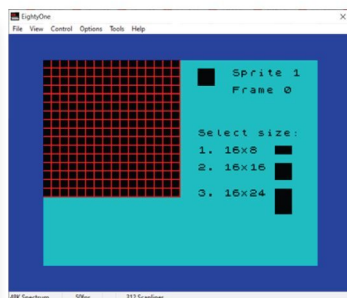
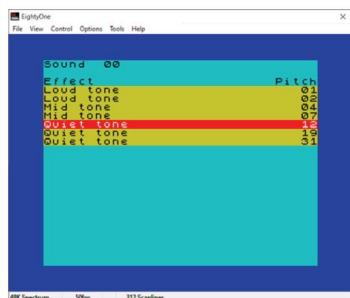
Lastly, the excellent *Savage Princess* is now a free download:

<https://bit.ly/46830AC>



AGD V5 INCOMING...

Jonathan Cauldwell, the renowned figure of AGD fame, got in touch with us, heralding the arrival of the latest iteration of his prolific game designing tool for the Spectrum. This news is exciting as it signifies that we have reached the beta testing stages. Brace yourself for an avalanche of fresh features, all detailed on the AGD forums. Rather than simply enumerating them here, why not venture to bit.ly/44IheMN and witness the buzz firsthand? Jonathan is currently pouring his efforts into crafting comprehensive documentation, empowering aspiring developers to master these fantastic new additions.



Webster and the Spider Bots

Robert Moran, famous for *Dougie Do*, has unveiled his latest project - a visually stunning top-down shooter. In this thrilling adventure, our protagonist, Webster, must navigate a world infested with robotic arachnids. His mission entails rescuing a group of amiable bots trapped within an industrial

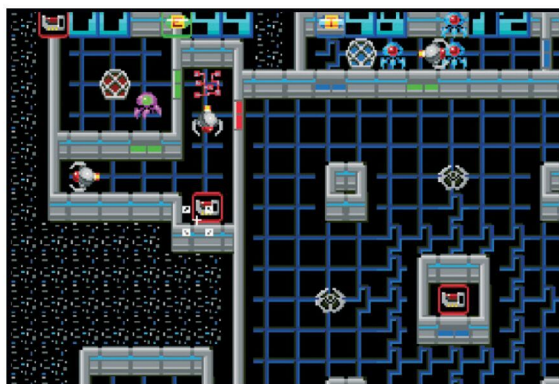
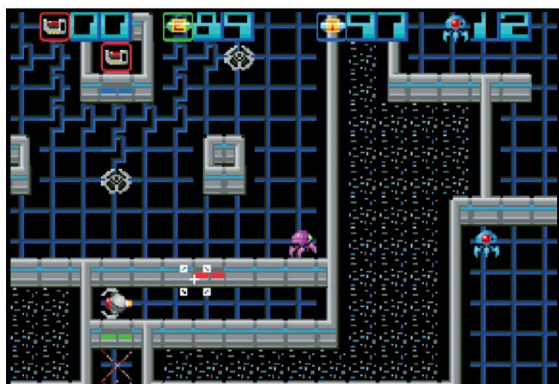
complex, now transformed into a nightmarish realm due to rogue A.I. Once located, Webster must guide them to safety.

A playable demo of the game is available, and at CRASH, we believe it has the potential to become a remarkable title. If we

were pressed to draw a comparison, we'd describe it as a fusion of *Laser Squad* and *Alien Breed*.

However, don't just take our word for it - experience the demo (along with additional information) by visiting this link:

<http://bit.ly/46bWY21>



Black and White

The irrepressible Pat Morita Team has just announced another upgrade for one of their existing titles.

Following in the excellent footsteps of *Shovel Adventure: The Next Quest*, their latest game to receive some "wax on, wax off" treatment is *Black and White*. For those who enjoy arcade-style single-screen games, this is the perfect choice. You will take control of twin witches, Candel and

Alice, who must retrieve the scattered diamonds throughout the land.

Judging by the polish that *Shovel Adventure* received and the recent screenshots of the game, it appears that *Black and White* may very well be a must-have game for your Next.





Cuchalain the Great

Now, this is indeed a very ambitious game. It continues the adventure of Cuchalain from the epic and highly praised series of *Tir Na Nog* and *Dun Darach*. Our protagonist finds himself in a new world, ready to explore and uncover its Celtic secrets.

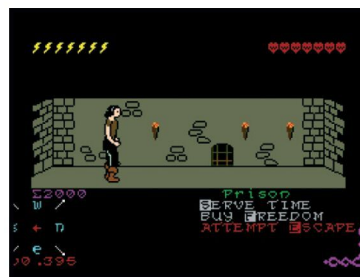


There are towns to visit and residents to interact with. Items obtained may assist you while navigating through darkened catacombs. Just be careful not to get caught stealing, or you might end up in prison (a nod to *Firelord* if CRASH recalls correctly).



Oh, and before we forget, the game is written in Next Basic! If you're inclined that way, it's quite fascinating to take a look through the code. An early alpha demo of the game is available for download:

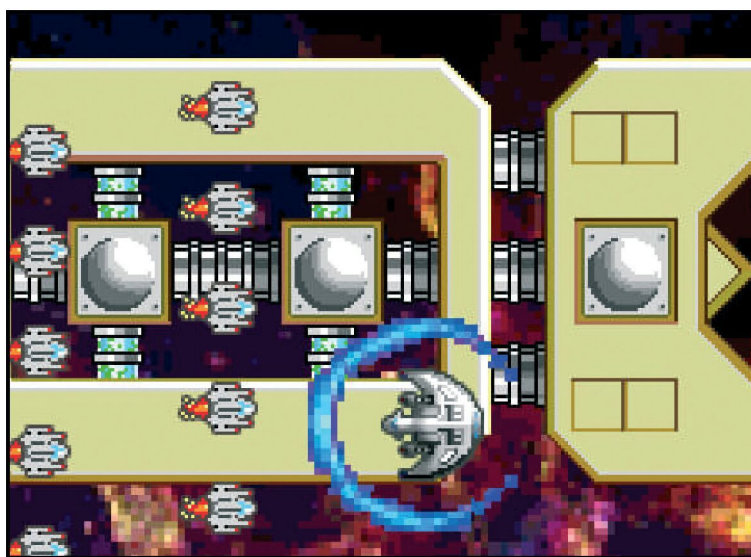
<http://bit.ly/43SkRdm>.



Zanthrax

Lyndon Sharp, the author behind numerous memorable Codemasters games, also created a CRASH cover tape shooter called *Zanthrax* in October '89. It quickly gained respect and became a beloved freebie that many people still hold dear.

Now, out of the blue, he has briefly announced a Spectrum Next version of this game. Needless to say, we're very intrigued! Currently, information is scant, but he mentioned that this project will most likely be prioritised for 2024, as *Dreamworld Pogie* takes



precedence. It does look a bit *Uridium*-esque, this one... never a bad thing!

Dynamic!



Xavisan

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DOWNLOAD: <https://bit.ly/3qPPSAd>

Popular fiction often portrays a scenario where planet Earth is in crisis, and a heroic protagonist emerges, displaying exceptional courage and selflessness in their actions. Typically, this protagonist willingly sacrifices their own life for the greater good. However, in reality, most of us do not possess such immense bravery or foolishness.

Instead, we rely on the power of robots to fulfill our tasks and objectives. SBOT has been constructed for this very purpose: Earth is in danger from an alien invasion.

While we humans are likely panicking like headless chickens in the face of this imminent threat, this versatile droid is diligently seeking information about

the origins of the threat. He first travels to the moon, where the alien operating base has been established. Here, he must search for components of an old spacecraft that was captured by the aliens many moons ago (sorry for the pun) so he can escape back to Earth. Additionally, he needs to steal a star map that provides the route to the alien civilization. Each zone


 >XAVISAN
128K




contains multiple paths, and SBOT must utilise his jet booster to navigate the obstacles.

Every screen is brimming with defence bots and other dangers, making progress challenging. Fortunately, SBOT has been equipped with a blaster to eliminate the threat. Nevertheless, at least we can catch up on season finales on Netflix,

just in case he fails. You've got to appreciate a robot carrying out our tasks.

Criticism

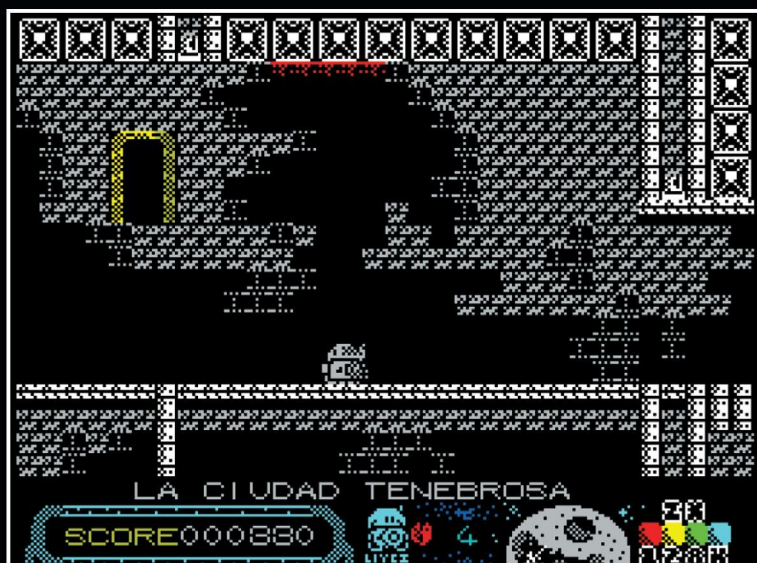
Split into two parts (Part 2 being accessible via a password), *SBOT* offers a moderately sized game for platforming enthusiasts and cartographers. It is evident

that the author has poured their heart into creating the game, as it oozes the charm of a passion project. The graphics stand out, featuring a well-defined main character and adversaries. It is one of those games that instill split-path anxiety, where choosing one direction makes you worry if you've taken the wrong path, persistently nagging at you as you stubbornly

continue within your chosen route. Each zone presents a visually distinct environment, providing players with a satisfying sense of progression.

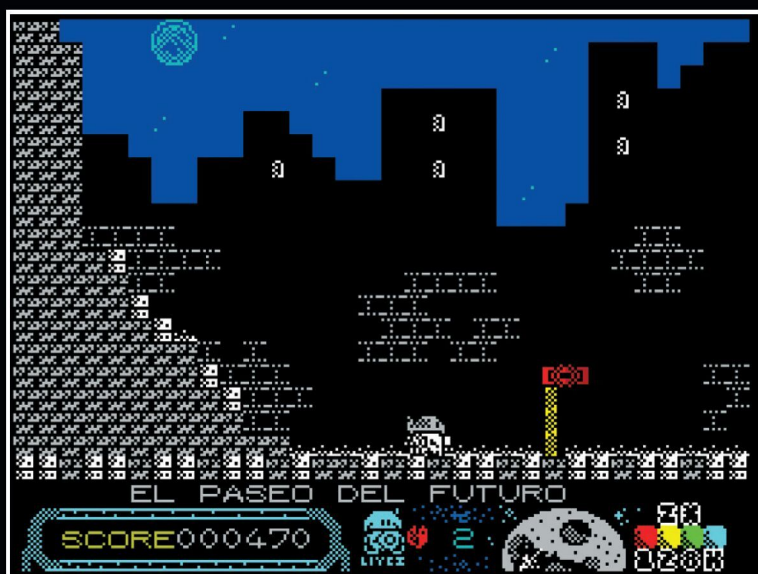
Complementing the game are brilliant in-game tunes that linger in your mind long after you've finished playing. As a flick-screen platformer, it does have its flaws. The respawn points are not placed at the room's entry point, so when you die, you may restart at another location, which can be slightly annoying in certain rooms as you find yourself in the centre of flying enemies. Does it offer much beyond the customary elements of this genre? Not particularly, but even so, it remains immensely enjoyable.

- Gordon King



Paul's Take

What a cute little robot guy we have here. I'm a bit of a sucker for cute robot things, and initially, I thought this alone would be enough to keep me satisfied. It turns out it wasn't, as my first few plays of this nearly had me reaching for the reset button. Alas, it seemed that my problem was a lack of patience, or to be more apt, I needed to stop running about like a headless robot attempting to blast everything in sight. All I needed was to pause, give things a bit of a think and then make my move - this made things a lot more fun, and on top of that, I actually got somewhere - result. Plus, I got to play with a cute robot just that little bit longer.



Comments

Graphically, SBOT features nicely detailed sprites with plenty of variety. Fresh graphics for each zone stops it from being repetitive. Sound-wise, we're well served, with an excellent 128K ditty and some functional spot effect. Overall, SBOT is a very well crafted game within a bloated genre. Perhaps a little too difficult in places.

Keyboard: [Redefinable](#)
Joystick: [Sinclair, Kempston](#)

Use of Computer:	79%
Graphics:	84%
Playability:	83%
Getting started:	80%
Addictive Qualities:	81%

Overall: **81%**

IMPOSSAMAL



The Mojon Twins

£ DONATION • 📅 MAY 2023 • 🖥️ 48K / 128K

DOWNLOAD: <https://bit.ly/3CLoWnL>

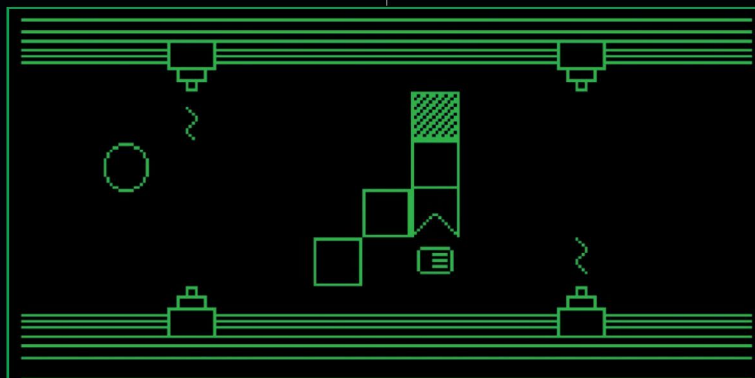
Taking a pinch of inspiration from Hewson's *Impossaball*, the player assumes control of a bouncing ball spacecraft that must navigate the mysterious tunnel and its hazards. Everything that can kill you is obvious - it's either jagged or it moves - touch none of these. The key to survival is controlling the bounce and movement of the craft, then carefully making it across the screen, trying not to burst your

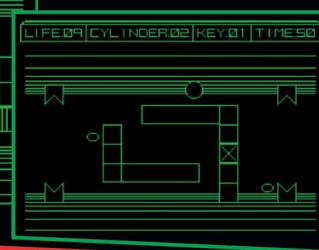
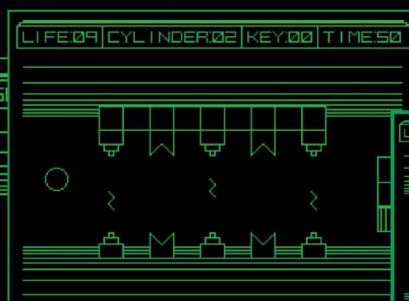
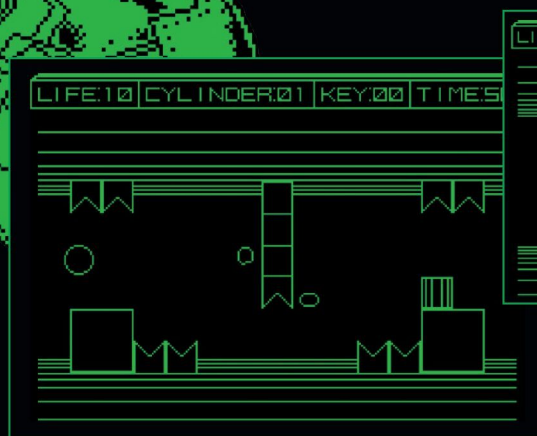
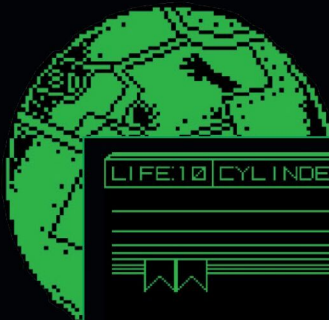
bubble. This will most likely result in you making a face with your tongue slightly between your pursed lips, similar to the expression when threading a needle. So, aside from obstacle avoidance, the point of the game is to collect barrels of Podewwwr (this is not a typo, nor does CRASH know what this is) and use it as an offering to the god of the tunnel. Once he is satisfied and hasn't blown up the universe, you make your way back through the

treacherous tunnel with the added pressure of a time limit. The game offers a sleek vector aesthetic, characterised by minimalist design. The look will, undoubtedly, look more authentic via the bloom of a CRT monitor on real hardware.

Criticism

The key to a successful physics-based bouncing game is, well, its physics. If the inertia and gravity feel off, the game won't be fun for the player. I am delighted to announce that the tactile feel of the ball is spot on. Each screen provides a challenge; blindly entering a room may have a risk of collision with objects that will kill you, so you need to be careful about the ball's height and speed you exit





the previous screen. I adore vector-style games, and last year's *Vectornauts* remains a cherished favourite of mine. There's a certain *je ne sais quoi* to the appearance of these games, and I'm irresistibly drawn to them. My only criticism is that the game isn't all that long

and is only on one level. To enhance this, I'd want the inclusion of multiple tunnels, each with distinct designs and perhaps varying colours for the vector lines on every level. The core of the game is there - it just needs a bit more fattening.

- **Gordon King**

Paul's Take

I'll be honest, I wasn't hopeful when the intro screen told me I was about to embark on a suicidal mission. Even a 'very difficult' or 'slightly tricky' would have put me more at ease, but they just had to get right up there, didn't they? Turns out they were right. There are troublesome spikes and flying electric bolts aplenty as you try your best to manoeuvre through this maze, bouncing incessantly as you do. Despite the many inevitable deaths you will encounter, it's still a lot of fun, and the green and black vector graphics are very pleasing on the eye. Who would have thought that inevitable deaths by spikes could be so enjoyable?



Comments

Front and centre, the graphics are lovely clean vector-style sprites that transport you to that halcyon period when games looked like this. Sound comes in the form of a 48k beeper tune, whilst the 128K version features an enhanced in-game tune, and each version has unique sound effects. Overall this is a genuinely fun game to play - it just needs to provide a bit more longevity and variety.

Keyboard: Q,A,O & P

Joystick: Sinclair, Kempston

Use of Computer:	78%
Graphics:	80%
Playability:	84%
Getting started:	80%
Addictive Qualities:	79%

Overall: **80%**



Simon Butler's

SCREEN\$

Another issue and another quality quartet of perfectly plotted pixels.

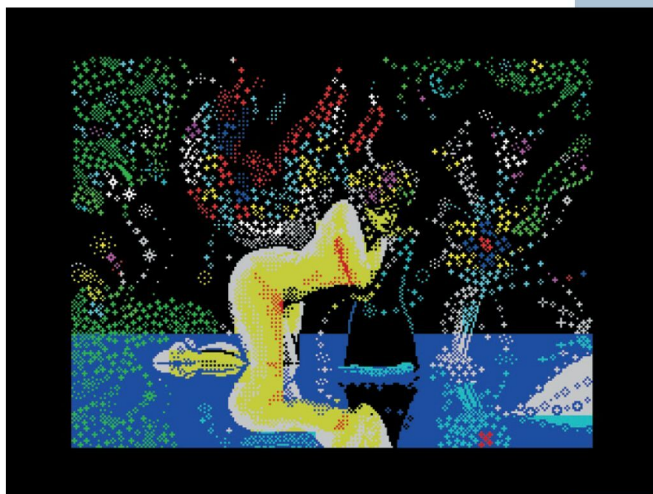
The artists of the internet seem to have an endless supply of ideas and enthusiasm

as well as a limitless amount of unbridled talent. So let's waste no further time with me flapping my gums; step into the gallery to see what's in store.

Vivian Clouds by oisee 2001

Reality goes straight out of the window with our first contender, and we're all the better for it. A water sprite, or naiad perhaps, is here in all her majesty, and where some might bless her with butterfly wings, Oisee has chosen to turn things up a visual notch by creating wings of pure light. Tiny fragments of colour plotted in graceful swirling clouds behind her back that cascade around her.

This effect is used through the image, and while initially seeming excessively busy, it becomes apparent that this dancing motion of dots is carefully crafted to give an otherworldly aspect where nothing is truly real and all is ephemeral.



With bold colours and a brave graphical style, we're off to a fine start with this lovely piece.

Drift by ZOSYA entertainment's authors 2022

Zosya has a knack of annoying me intensely, but only because the work created is of such a high standard, and rarely more so than with this exciting and action-packed example. Forget the fact that the Spectrum palette is as far removed from reality as is humanly possible; this image is stunningly realistic and overloaded with power and movement. You can almost hear the roar of the engine and the screeching of the tyres.

Setting the image at an angle adds an extra frisson to an already toe-tingling image, and the great bands of colour are rainbow icing on a stunningly jaw-dropping cake.

If I had created so much as one image half as good as this, I would be a happy man. Zosya has a portfolio filled with such work, and the digital world is a better place for it.



All this artwork and much more
can be viewed at www.zxart.ee

Blue Stripes by **Uris** 2023

There is so little to this image, it is a crime that it's so good. We have a naked female with red hair caught in the sunlight breaking through the shutters on the window.

Yet this simple premise is drawn with care for the human form and with a grace and sensuousness of line that is wonderful.

The lines that move across her body are superb and it was only after quite some time that I noticed her left arm and saw the highlight as the shadows moved from black to blue.

Less is definitely more in this piece. Simplicity is a hard thing to pull off, yet Uris has done this with true skill and more than a healthy dollop of artistic genius. I love it.



The Sacred Armour of Antiriad by **Tiboh (Dan Malone)** 2016

I seldom go for title screens, but I was pulled into choosing this because I loved the game and the original artwork by Mr. Malone, and it just brought back so many memories that I couldn't help myself.

The bold text world and the superbly designed armour that appeared all too briefly in the game are done with an interesting choice of line work.

No solid lines, but stippled edges give things an active aspect. The hero crouching in the foreground is as powerful as I remember, his lower portion swathed in shadow as he leans slightly toward the viewer, poised and full of powerful intent.



Behind him are the outstretched arms of the monolithic armour framing him.

A great rendition of a slice of gaming history for myself and many others.

THE UNICORN

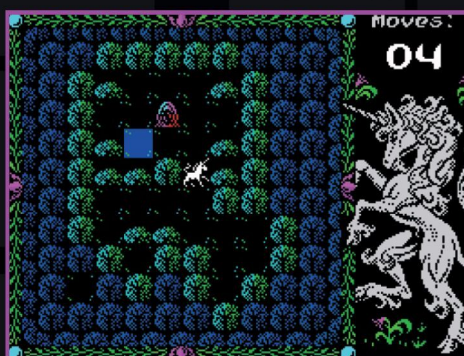
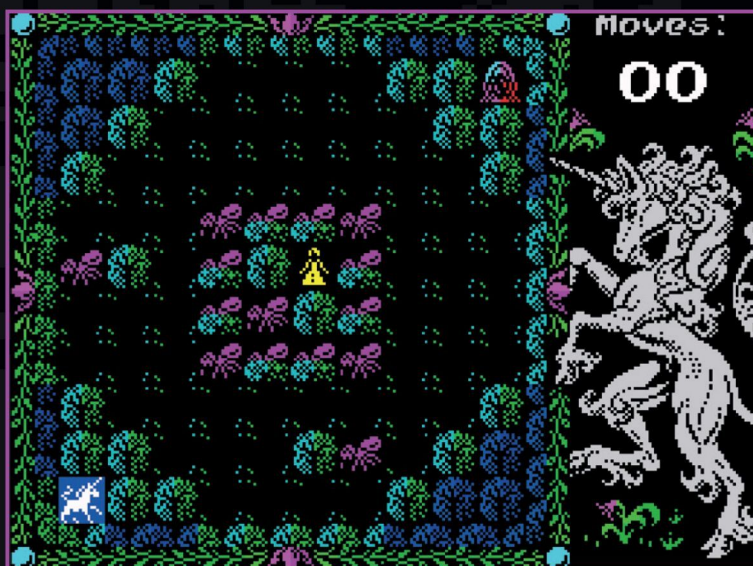


Yury Shapovalov

£ FREE • 📅 MAY 2023 • 🖨 48K / 128K

DOWNLOAD: <http://bit.ly/43DoX91>

The elusive and striking white unicorn, the ultimate trophy for the gentry, has always been sought after - yet hunting parties have often returned empty-handed, leading the King to use his daughter as bait to lure the creature out of the enchanted forest, which unexpectedly results in the unlikely pair eloping and hiding deep within the trees. The game unfolds in six stages, narrating their encounter and life on the run, drawing inspiration from the knight's limited moves on a chessboard - moving in an L-shape with two squares in one direction and one square in a perpendicular direction. The play area is grid-based, resembling the ancient board game. Many obstacles hinder landing on occupied squares. The objective is to decipher the unicorn's moves and directly reach the target square of each level; by moving left and right, the available tiles within the



restricted movement range illuminate, requiring the player to decide if it's the

correct path. The initial levels serve as a non-condescending tutorial to acquaint players with the game's mechanics. Beyond this, a challenging turn-based puzzle unfolds, where the princess and unicorn duo must navigate through the perilous forest where men and creatures alike seek to kill them.



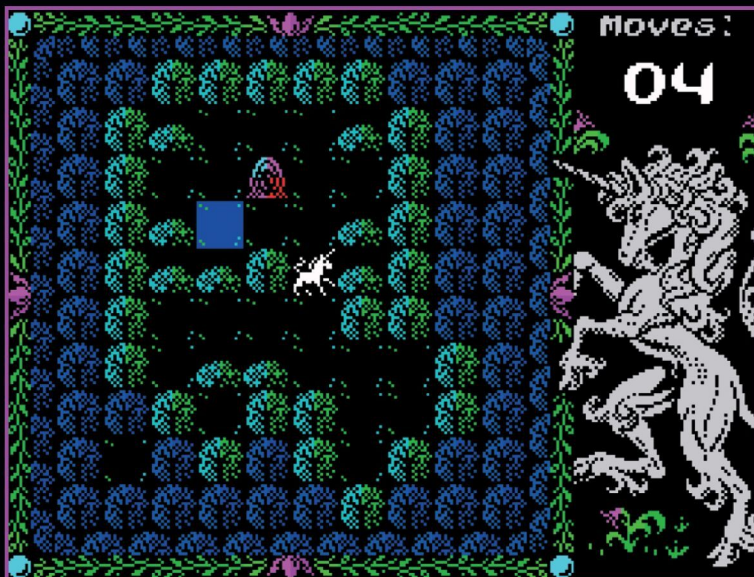
Once upon a time

In a forest Far far away...

Paul's Take

Do I believe in unicorns? Neigh. But enough of the class-A jokes, what do I think of *The Unicorn*? That distorted beeper music made me feel all nostalgic indeed, so I was looking forward to getting my hooves all over this one. A simple puzzle game at first that incorporates the Knight's move in Chess, which is novel enough, but when the other 'pieces' start moving about is when the game comes alive.

Come alive it does, though unfortunately for a simple-minded fellow like myself, I got a little frustrated after being eaten by spiders seemingly after trying every single different move I could think of. *The Unicorn* will appeal to many though perhaps more to those with a lot more patience than I... I tried, okay?



Criticism

I have a deep fondness for puzzle games that stimulate my brain. Initially, I believed this game would be simple, with no danger to the unicorn, as I pondered how to reach the target tile. However, by the third level, where the knights closed

in on me, my perception shifted, and I was pleasantly surprised by the depth of the challenge. Despite its turn-based nature, I genuinely felt the pressure to strategise. I had to carefully plan my moves, luring the knights away to create a safe route toward the exit. Yeah, it wasn't as simple and pedestrian as I thought. As

fun as the game is, typically with a Yandex competition entry, it's just too short. Six levels don't cut it, and you are left hungry for more after completion. It's also visually repetitive, and aside from a few extra sprites, the enchanted forest lacks visual appeal. It's a great idea, and I would love for the author to return to it without the competition's time constraints and provide us with a full version.

- **Gordon King**

Comments

Graphically the game is static, with a few animation frames. They're reasonably detailed and in line with other games within the turn-based genre. The audio consists of a nice beeper tune and some movement effects. Overall, this is definitely a game that requires more levels to give it some longevity.

Keyboard: O, P & Space

Joystick: N/A

Use of Computer:	73%
Graphics:	72%
Playability:	81%
Getting started:	80%
Addictive Qualities:	79%

Overall: 77%





Welcome to another trip down memory lane, just around the corner from number 1982 Sinclair Street... I've put together another four pages of tips, cheats, POKes and repeats of the letters U, D, L and R for your pleasure.

SUPER WONDER BOY IN MONSTERLAND

"Don't cross the streams!" they said in some movie or other, but that didn't stop the SEGA console classic coming to the Spectrum in 1989 when Tim Hudson sent me these tips!

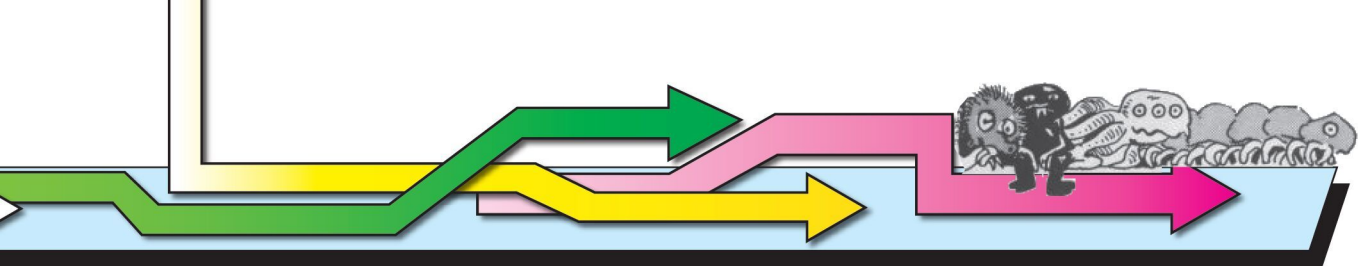
- As you may well know SWB is well 'ard, but to gain extra cash one of the best things to do is to keep running and jumping (unless there is a bad guy in the way) as coins will occasionally fall from the sky.

- Use bars and make a note of what they say when you choose a drink.
- Look out for secret levels and coins. Note down where they all are.
- The sphinx in the pyramid had 'chicken' for dinner

(whaa?).

- If you come across a secret shop selling armour get it as you need it to kill a knight.
- Save cash to buy the Legend Shield too, as this is most useful to you.
- Whenever you come across magic for sale, buy it.
- Try to set up different tasks and bring the things you need to the right place before the tasks come up.
- Avoid contact with policemen, who break your glasses and the men who run around the store with pipes in their mouths as they cause you to drop some of the items you are carrying.
- If you're not sure what a certain object does when you come across it leave it in the lift or by one of the lift doors – got it?





BATMAN THE CAPE CRUSADER

A game of two halves from Ocean! Here is the solution to Penguin's A Bird In The Hand...

L, pick up and use nose, D, pick up and use batarang, R, R, pick up door key, L, L, L, L, L, L, go up ladder, L, L, L, L, pick up rope, R, R, use lock pick, U, U, R, U, R, R, D, R, R, U, R, pick up lift key, L, D, L, L, U, L, L, D, stand on lift, use lift key, U, R, R, D, L, D, L, pick up dart, pick up and use toast, R, R, R, R, pick up game disk, U, L, U, L, pick up and use egg, use rope, climb up rope, pick up and use magnet,

use dart, pick up pass, go down rope, R, D, R, D, L, L, L, U, R, U, L, L, D, stand on lift, use lift key, L, D, D, L, L, go down ladder, R, pick up and use sweet, R, pick up and use shoe, L, L, L, L, L, L, L, L, L, go up ladder, R, R, pick up and use pop, R, R, pick up torch, L, L, L, L, down ladder, R, R, stand in front of door, use pass, U, use torch, L, L, pick up tape, R, R, U, R, U, L, L, L, U, use tape, L, U, pick up and use cake, R,

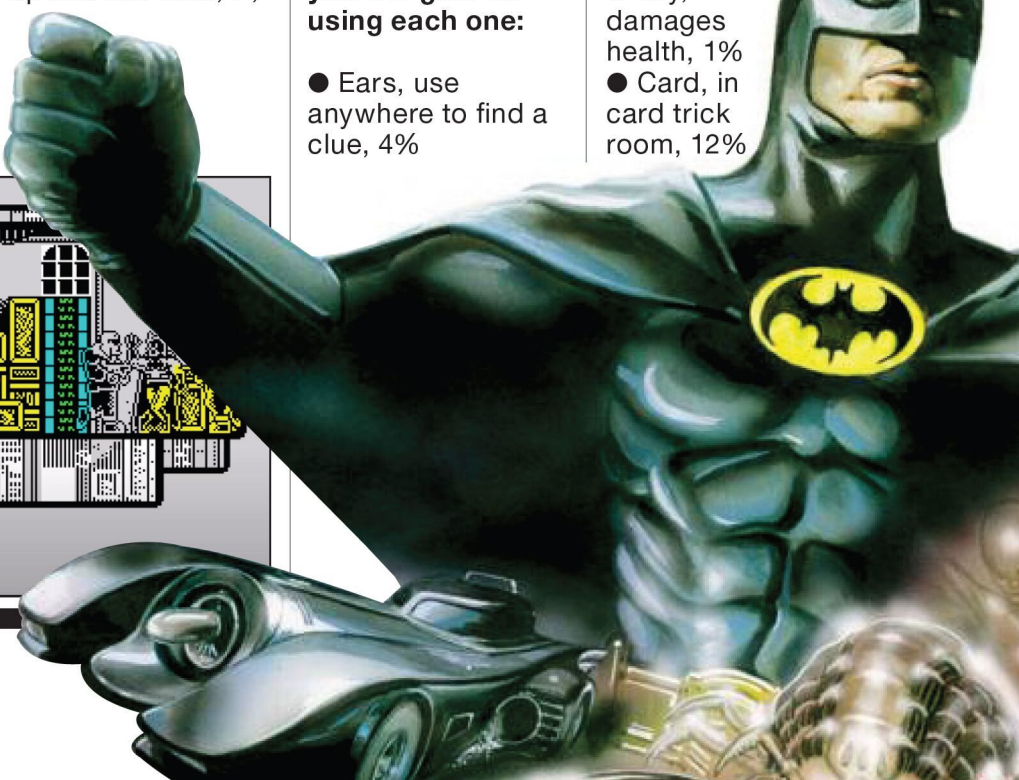


D, R, D, R, R, use door key, U, R, R, D, L, U, pick up and use trumpet, R, use game disk – well done! The computer is stopped and you've completed the game!

Here are the objects you can pick up in A Fete Worse Than Death, where to find them and the percent you will gain for using each one:

● Ears, use anywhere to find a clue, 4%

- Teeth, use to eat things, 7%
- Shades, wear these in white screens, 12%
- Wire cutters, defuse bombs, 19%
- Cash, use in front of the slot machine to get a card, 9%
- Clog, slows you down, 1%
- Knife, damages health, 0%
- Toy, damages health, 1%
- Card, in card trick room, 12%

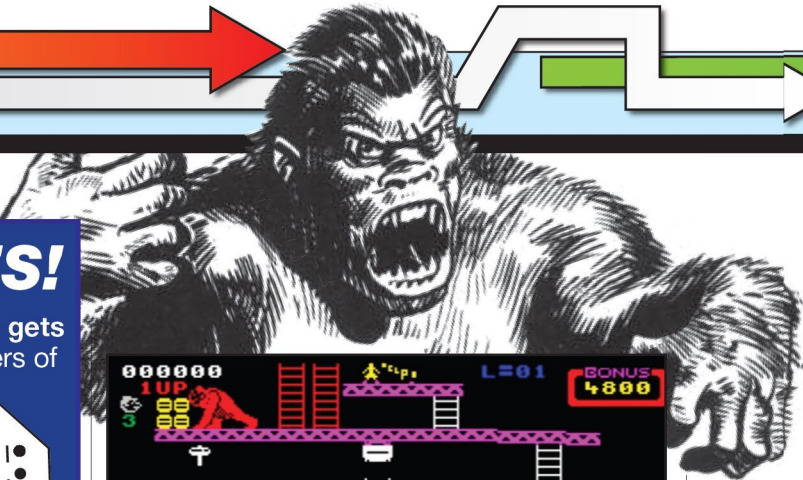


CLASSIC POKES!

The Speccy classic *The Great Escape* gets the POKES treatment from the Hackers of Haxby (and Pocklington)...

```

5  REM FIRST PRINTED IN CRASH 37, FEB87
10 REC C SMITH J BEAN D AUSTIN
20 REM THE GREAT ESCAPE POKES
30 CLEAR 65535
40 RESTORE
50 LET tot=0: LET w=1
60 FOR f=49984 TO 50136
70 READ a: LET tot=tot+w*a
80 POKE f,a: NEXT f
90 IF tot<>19480 THEN PRINT "ERROR IN
  DATA": BEEP 1,1: STOP
100 PRINT # 1 AT 1,7: "START ESCAPE TAPE 2"
110 RANDOMIZE USR 49984
1000 DATA 221, 33, 203, 92, 17, 234, 6, 62
1010 DATA 255, 55, 205, 86, 5, 210, 64, 195
1020 DATA 243, 237, 94, 33, 109, 195, 229, 33
1030 DATA 200, 98, 229, 51, 51, 17, 3, 252
1040 DATA 1, 49, 3, 33, 253, 94, 62, 202
1050 DATA 237, 79, 195, 200, 98, 33, 135, 195
1060 DATA 229, 33, 39, 252, 229, 51, 51, 17
1070 DATA 49, 252, 33, 49, 252, 1, 3, 3
1080 DATA 62, 210, 237, 79, 195, 39, 252, 33
1090 DATA 49, 252, 17, 193, 138, 1, 92, 0
1100 DATA 237, 176, 33, 212, 138, 34, 217, 138
1110 DATA 34, 221, 138, 33, 202, 138, 34, 229
1120 DATA 138, 33, 239, 138, 34, 249, 138, 62
1130 DATA 195, 50, 13, 139, 33, 181, 195, 34
1140 DATA 14, 149, 195, 193, 138, 33, 224, 255
1150 DATA 34, 200, 254, 62, 195, 50, 199, 254
1160 DATA 33, 206, 195, 1, 15, 0, 17, 224
1170 DATA 255, 237, 176, 195, 147, 254, 62, 201
1180 DATA 50, 43, 200, 33, 229, 254, 195, 202
1190 DATA 254
  
```



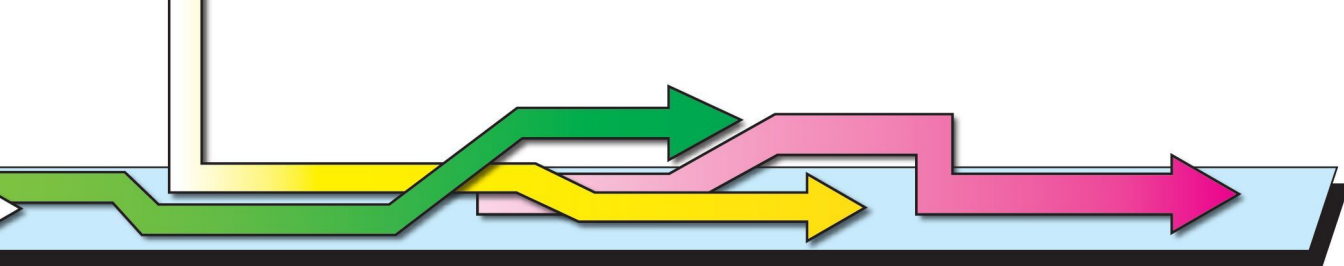
DONKEY KONG TIPS

The Speccy *Donkey Kong* from Ocean has many of the quirks of the arcade original. Here are some top Crash tips!

- The Spectrum game is actually quite close to the Nintendo arcade original – avoid the barrels, grab the hammers, smash barrels you can't avoid and watch out for those fireballs that are a killer!
- The trick has always been to use the half-ladders carefully to keep out of the way of the barrels, and then

pixel-perfect jumps when you need to.

- Then it turns into some kind of *Chuckie Egg* hybrid with lots of platforms moving up and down and deadly objects flying about to avoid. For those who never made it past level one in the arcade – believe it or not this is in the original too!
- Take extra care on the elevators – you can easily get crushed at the top. There are no hammers to be found on this level, so you'll need all of your wits to rescue the princess!



GREEN BERET FINAL LEVEL!

Thanks to Rajvinder Johal for this solution to stage four...

- This is the longest and hardest stage in the game. At the end of this level are enemy soliders with flamethrowers. If you run towards them they incinerate you.
- If you try to duck those nasty soliders they also duck down and fry you to a frazzle. The only way to beat them is to jump towards them and when you're close enough, stab them.
- Thankfully, there are only three or four of these flamethrowing maniacs. When you have finally killed them the screen goes black for a few seconds and then "Mission Accomplished" appears.



DALEY THOMPSON'S DECATHLON TIPS!



We had many-a-broken joystick in the Crash offices back in 1984, then Mark Bishop sent in these tips for Daley Thompson's Decathlon to help us all out...

- The 100m can be improved on only by getting a fast start.
- To do well in the long jump you need a lot of speed and aim for 50° (50° is better than the 45° stated in the instructions).
- For the discus only hold onto one button, you will speed up as much as when you keep pressing.
- For the high jump

you have to hit the keyboard very quickly and then when you are about to go over, hold onto the jump button.

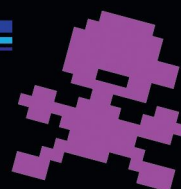
- For the 110m hurdles you must get a good pattern going. I find that you only need to let the runner take two steps in-between each hurdle.
- For shot put and javelin aim for 54° for best results.



Have you got any playing tips, cheats or POKes to share? Email Nick at: tips@crashmagazine.co.uk



JANKY JOE



Sloanysoft

£ DONATION • 📅 APRIL 2023 • 🖨 48K / 128K

DOWNLOAD: <https://bit.ly/3pocM0U>



Father and Son coding cohorts, Sloany and Sloany Junior, have resurfaced with their latest creation - a delightful dose of Spectrum love. Prepare for an epic adventure where *Janky Joe* embarks on a daring rescue mission.

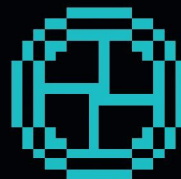
Picture this: it's like *Tron* on steroids as he delves into the infernal Antcade, determined to free the tormented souls of those brave souls who dared to play its games and, well, failed miserably.

Now, let's talk about the devil - yes, the devil himself - who clearly takes pleasure in tormenting idle thumbs within his twisted realm. Imagine a place where things appear eerily similar and bizarrely different, all at the same time, especially for your average retro gamer. It's a mind-bending experience, my friends. Each stage in this retro gaming extravaganza is based on a beloved classic, bringing a delightful mix of nostalgia and excitement.

Your mission, should you choose to accept it, is to collect scattered souls within each level. But hold on tight - the genre could change in the blink of an eye. One moment, you're a heroic Hunchback leaping across towering battlements, and the next, you find yourself trapped in a downright peculiar *Robotron*-esque universe.

Life is full of surprises in this infernal Antcade, my friends. Good luck, and may your thumbs be forever nimble!





Criticism

Janky by name and janky by nature, this latest game from Sloanysoft wasn't created with the aim of being recognised for technical achievements. Its sole intent is to provide players with a nostalgia trip through Hell, cruising in a gilded Cadillac with a registration plate displaying R3TR0.

This game evoked strong memories of the simple-yet-enjoyable mini-games found in Terminal Software's *Lazy Jones*. I'm hesitant to reveal specific levels, as the anticipation of what comes next is one of the game's biggest attractions.

Yes, the game may appear basic, but let me tell you, it's the ultimate journey to Hell you can experience on

your Spectrum in 2023. And a special shout-out must be given to DJ h0ffman for crafting a truly fantastic in-game tune that adds to the overall experience.

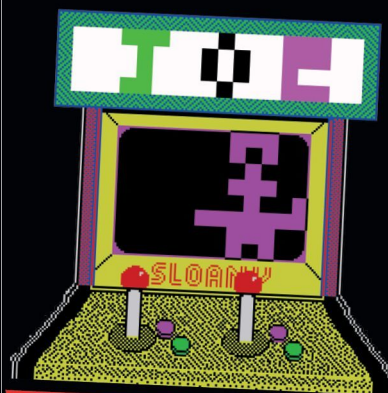
- **Gordon King**



Paul's Take

There are many great Speccy arcade games, and it's great that they can all now be found in the same place... well, parts of them, anyway. *Janky Joe* does a great job of getting you playing the 'Ah, I know this one!' game as you saunter through each room, avoiding death and guessing which classic Speccy game will make an appearance next.

It's a great idea, pulled off really well. Plus, if you were never any good at any of the tributed games contained within *Janky Joe*, then you can just tell yourself you've completed it when you make it past that particular screen. That's what I do anyway. 'Cybernoid'? Yeah, completed it mate... in 13 seconds.'



Comments

Janky Joe features plenty of retro sprite variety, but they vary in degrees of quality, whilst sound-wise, we're treated to one very excellent 128K tune. Overall this is a fun title that doesn't pretend to be anything different than a bit of nostalgic homage to classic games in a janky way.

Keyboard: [Redefinable](#)

Joystick: [Sinclair, Kempston](#)

Use of Computer:	68%
Graphics:	69%
Playability:	70%
Getting started:	74%
Addictive Qualities:	70%

Overall: **70%**



CRASH Investigates

When there's something that doesn't quite make sense in the world of the ZX Spectrum, Martyn Carroll goes looking for answers. In this issue, he goes on the trail of Toki.

By the early 90s, Ocean had earned a pretty good track record for bringing arcade games to the Spectrum, thanks to hits like *Chase HQ*, *Rainbow Islands*, and *Midnight Resistance*. So when it was announced that Ocean would be bringing the simian-spitting shooter *Toki* to the Speccy, there was some genuine excitement.



The Spectrum and CPC versions were canned, but Ocean did release Toki for other systems.

Ads ran in all the mags throughout 1991, and the game was previewed in the July 1991 issue of CRASH, where Richard Eddy revealed that the conversion would feature “six levels of multi-direction scrolling platform action... comprising over 300

screens”, and it would be out “soon”. A couple of excellent-looking screenshots were also shown. In another preview, in *Your Sinclair*, it was revealed that the game was being developed by John Looker and his dad David Looker (who old-school Speccy fans will remember as the programmer of *Z-Man* and *Froggy*). The mag spoke to John, who revealed that they’d had to ditch the last level due to lack of memory, and even then, it would be 128K-only. Alarmingly, he admitted that all of the preview screenshots had been “mocked up” as they were working on the CPC version first, before porting the exact same code over to the Speccy. “It won’t take me long at all,” claimed John. Hmmm.

The last mention of the game was in *Sinclair User*, where it was revealed that the planned November 1991 release date, which had already been pushed back from August, had slipped again to April 1992. Double hmmm. And it seemed the writing was on the wall – neither the Speccy nor CPC versions were ever released. So what happened?

THE INVESTIGATION

I’d chatted to David before while trying to fathom the mysteries of the Speedlock loader (he developed the infamous copy protection system alongside David Aubrey-Jones), and he was happy to talk about Toki. “Yes, it could have been a good game,” he told me, “but there were technical and production problems which, in the end, were too difficult to resolve.” It sounds like this requires a quick Q&A...



The game received a one-page preview in CRASH issue 90.

How did you land the Toki job?

Partly on the basis of work we'd done for other companies, but also through my contacts with Ocean from developing the Speedlock system in the 80s. John's involvement was mainly in creating the graphics; mine was the coding.

Did Ocean provide you with a Toki arcade machine?

Yes, kind of, in the form of a circuit board.

What were the circumstances behind the game not being released?

Memory was the main issue. The main target platform was to have been the Amstrad GX4000 console, so the game had to fit into a certain ROM cartridge



Toki was being programmed by Speccy veteran David Looker.

size. Ocean requested high-resolution sprites, but some people there just didn't appreciate the technical problems this presented. We got the game working and the first level finished, but there was no room left for the other five levels! We tried to convince Ocean to finance a bigger ROM cartridge, but we were turned down.

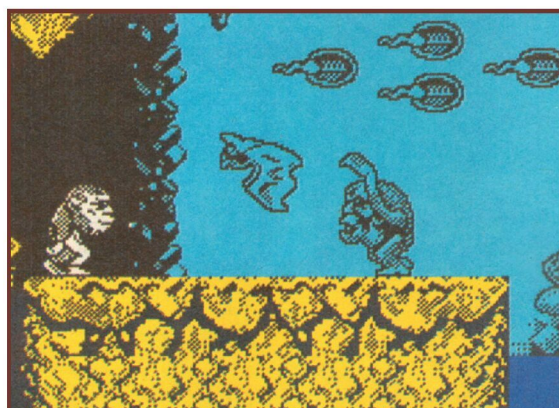
What about the Spectrum version?

They decided that it wasn't worth releasing the Speccy version, even though it was almost complete. I think this was a political decision. It's a shame, as it was turning out okay.

Almost complete?! That's bananas. You must have been disappointed with the situation?

Yes, the game did look really nice in hi-res on the GX4000, but we needed the extra ROM space, which was not forthcoming. The GX4000 cartridge system really was a flawed design. The way it handled hi-res sprites was not very well thought out, which was one of the reasons for the memory required exceeding the available space. In the event, the GX4000 was a

CRASH INVESTIGATES



The screenshot mock-ups were authentic, although those scores look a little suspicious...



Although the screens were mocked up, they certainly captured the look of the coin-op.

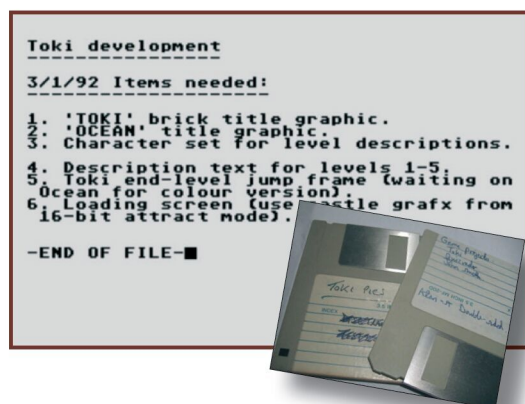


Speccy fans were looking forward to an authentic arcade experience.

flop, so it wasn't that big a deal. We received an initial upfront payment, but obviously didn't get the full payments we would have if it had been completed. The people at Ocean were fairly amicable about it.

Does anything of the conversion remain?

I very much doubt it. A lot of water has gone under the bridge since then. There may still be something in my shed though...



And indeed there was. David ventured into his shed and found his dusty old disk box, which contained two

Atari ST disks with 'Toki' written on the labels. He sent them to me in the hope I'd be able to salvage what was on them – and I did. Unfortunately, there was no game code at all, just the *Toki* character sprites created for the GX4000 version. Also on one disk were some text notes, showing that they were still working on the game at the beginning of 1992.

THE OUTCOME

It's highly likely that the "almost complete" Spectrum version is now lost forever, but maybe those Amstrad sprites could be used in a future homebrew release? After all, they would have been the basis for the Speccy sprites during development anyway. Or perhaps they could be used as-is in a Spectrum Next project?

In the meantime, don't go ape-spit over the lack of *Toki* on the Speccy. Check out *Tokimal* from Pat Morita Team, which scored 83% in issue 9. It's not a conversion of the coin-op, but it's heavily inspired by it.



Tokimal



ONE TAPE TO LOAD THEM ALL

By Gordon King

A pleasant surprise dropped through my letterbox courtesy of CRASH's very own Paul Davies. He had purchased the ZX RETRO WIRELESS Bluetooth device that allows you to cast your Spectrum tape loader apps over the ether and load into your Spectrum Next. Poor Paul is patiently waiting on the delivery of his Next as he funded the second Kickstarter. Being the top mate he is, he knew I already owned an issue 1 Next and kindly sent this cool gizmo for me to review for CRASH.

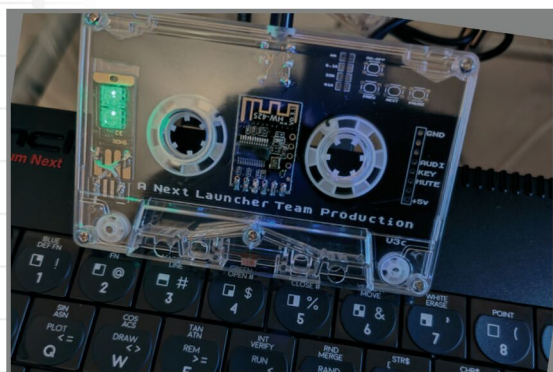
What is the ZX RETRO WIRELESS?

It is a limited edition hand-built kit that allows you to communicate via Bluetooth into the audio input of your Next. It powers via the Raspberry Pi USB port on the back of the computer (if you have an accelerated version), and once paired to your phone, you can use compatible apps to load Spectrum games in real-time.

So, in a nutshell, it provides a modern substitute for a cassette player but still gives the purists the thrill of loading a game like they did when they were kids.

My phone can do that

Yes, if your phone still has a headphone socket, you can plug it directly into the audio input of your Spectrum. You can also purchase adaptors for your Apple or Android phone that provide you with that connection if it's not present (like in most modern phones these days). But if you want a device that flashes cool L.E.D. colours and, in conjunction with Next Launcher, can control the actual load speeds - this may tickle your fancy.



Quality of Build

Richard Szerman, the creator of this device, has crafted a lovely-looking product. The clear cassette casing which displays the electronic workings is as glorious as being flashed at by Orac from Blake's 7.

There's also a nifty L.E.D. circuit inside that is sound reactive, and it loves to dance to the sound of the Spectrum loading a game. Overall, the product looks dead smart standing beside the Next.

Ease of Use

The instructions supplied were for the previous model, so it did cause some initial confusion - especially the Bluetooth broadcast name. I thought the device was faulty as the I.D. mentioned in the book didn't come up to pair with my phone.

Its v2.0 name was hidden amongst the sea of other devices appearing from the local area. But I'm happy to say the unit is easy to use, and once paired (indicated by a solid blue L.E.D.), it's a simple case of choosing a Spectrum Tape loading app on your phone. I personally recommend Zx Tape Player as it seemed to have a higher output volume than PlayZX. These apps both provide direct links to online repositories of all Spectrum games.

It's just a simple case of choosing your game, using tape loader or Next Launcher, and pressing play on your phone.

We all love watching the loading screen fill the T.V. - don't we?

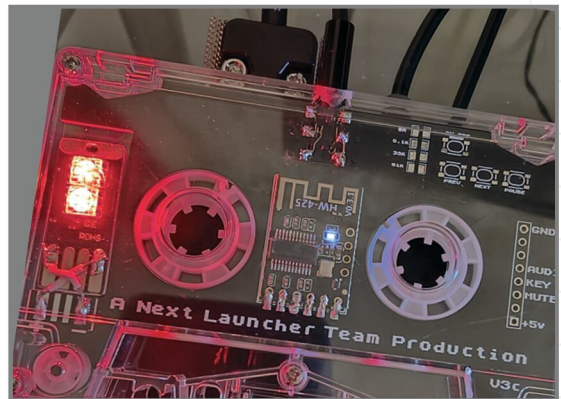
Verdict

It may be a device that seems pointless to some, but it is well built - and at least with this, you can still see a loading screen but tweak (with Next Launcher) to reduce those loading times.

Money from purchasing this device went towards a donation to Cancer Research U.K.

If you want to contribute, please check out: <https://bit.ly/41npv1F>

As it was a limited run, any purchasing of the device is now over. But never say never - why not check out Richard's Facebook page: <https://bit.ly/41z5JJK>



The logo for Speccy Soccer Community edition 2023. The word "Speccy" is in a stylized, multi-colored font (red, yellow, green, red, yellow) with a black and white pixelated pattern. Below it, "SOCCER" is in large, white, blocky letters with a blue outline. At the bottom, "Community edition 2023" is in a smaller, white, sans-serif font.

Voxel Tower

£ DONATION • APRIL 2023 • 128K

DOWNLOAD: <https://bit.ly/43HXEdQ>

The football season is over (boo!), Man City are champions (bigger boo!), and even worse - there's no club football to watch for a good few weeks. But what should come leaping out of the shadows to save us all? *Speccky Soccer!* *Cue Match of the Day music*

Football is back, and it's back with a bang! Featuring 120 real teams, fouls, throw-ins, injuries, and realistic ball physics, *Speccky Soccer* has the makings of a great footy simulation. Remarkable! Over to you, Jeff!

Thanks, Jeff. Yes, not only does it feature all that, but you're also in for a treat with





action replays, five different types of field, a referee (boo! Again), yellow and red cards - this is a game that keeps on giving. Quite incredible! Back over to Jeff in the studio.

Cheers, Jeff. Now, enough talk - let's just get on with the action. Over to Jeff who's pitch side. Jeff?

Criticism

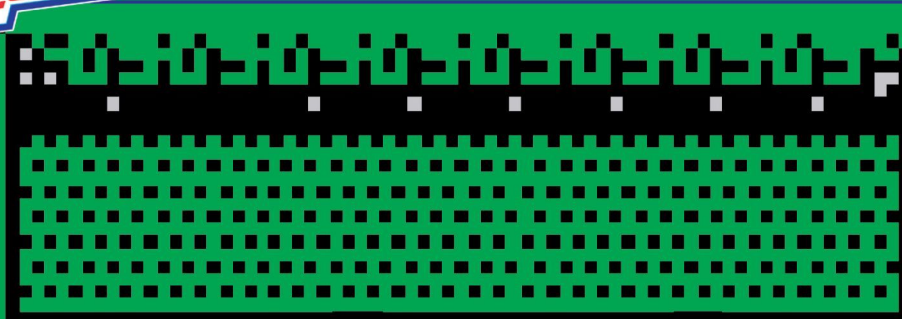
Yes, thanks, Jeff. Well, at first glance at this one you'd be forgiven if you thought you'd just loaded up a certain football game that was quite famous on the

Amiga, that was also quite 'sensible', if you know what I mean! In fact, all aspects of this one have the hallmarks of that particular classic, so you could indeed look at this as a sort of tribute to the iconic title. Before you take to the pitch, there are some options to go through - from the speed of the game to the type of pitch you'd like to play on (which makes full use of the Speccy colour palette) and then on to either opting for a friendly kickabout or taking part in the Speccy Cup! Remarkable!

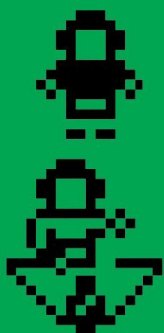
Over to Jeff and Alan in the commentary box.

Thanks, Jeff. Well, the teams have been chosen with





each manager perfecting their team selection and formation before their teams take to the pitch. Right, I think the teams are ready - it's time to kick off. *PEEEEEEEEEEEEEEEEP* There's the whistle, and off we go!



Yes, it does indeed look like we have a *Sensible Soccer* tribute on our hands here, but the big question is - can this game live up to such a title? Let's look at the stats. Top-down view - check. Cartoon-like footballer sprites - check. Fast-paced action - check.

Little white football - not quite, though you're not likely to get that on the Speccy... right, Alan?



Exactly, Jeff. Though, let's not let that little detail detract from the great footballing action we've got going on here. It's been end to end since kick off, and I can't take my eyes off the game so far. There's been sliding tackles, brave goalkeeping, and the crossbar is still shaking from that effort we had earlier on! Is there a better all-action football game on the Spectrum? Well, you'd be hard pushed to find better, as this has everything you need. Addictive gameplay, detail in every area, and an option

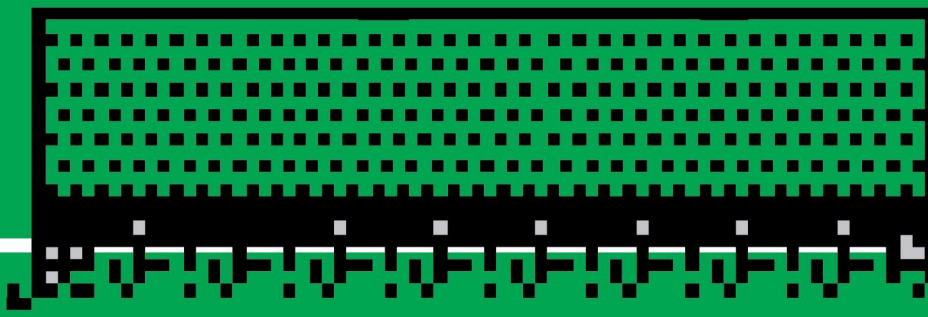
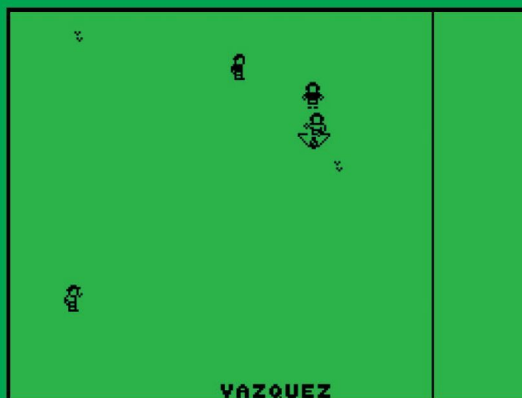
for up to four players - what more could you want?

Well, a goal would be nice Alan.

And there it is! Full time! An excellent game all round, from start to finish. Certainly not a game of two halves, as this has everything to keep you entertained until the final whistle.



- Paul Davies





Gordon's Take

I don't follow this sport in any shape or form, and the last football game I ever played was *Sensible Soccer* on the Amiga. However, I do like my sports games to be arcade-like, and although there are more complexities in this game for the purists out there, I can play it at a level I get enjoyment from it. It's fast-paced, and has all the features you'd expect, such as tackles, headers, throw-ins, and corner kicks (I got the jargon right, yeah?). I can't deny that *Specy Soccer* is a brilliant game, and it's the most football fun I have had on my Speccy since *Match Day* and *Adidas Championship Football* (both by Ocean).



Comments

Visually the game delivers great big logos and icons throughout the menus and small, detailed sprites during gameplay. The audio consists of an excellent in-game tune and some neat FX. Overall this is a game where a lot of effort has been put into each area, ensuring it's full of enough detail and options to keep the most ardent football fan happy. I couldn't ask for more. Back to you, Jeff.

Keyboard: Redefinable

Joystick: Sinclair, Kempston
(shift to make a substitution)

Use of Computer:	82%
Graphics:	83%
Playability:	89%
Getting started:	80%
Addictive Qualities:	88%
Overall:	87%

JET SET WILLY



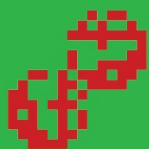
It's possibly the most famous ZX Spectrum game of all time, revolutionising a whole genre while becoming a



legend of eighties UK gaming. Even Sir Clive Sinclair himself apocryphally referred to it as "Jet Set f***ing Willy" in the



BBC Drama Micro Men. Basically, it's about time we looked back at Matthew Smith's opus within the pages of CRASH in the latest CRASH Files.



Jet Set Frolics

Issue two of CRASH brought more news on *Jet Set Willy* – albeit not entirely good news, as Matthew Smith struggled with his latest game. “Alan Maton of Software Projects had hoped the game would be released before Christmas and planned accordingly,” the short news item recounted. “But the sheer size of the game, the amount of animation in it, and the fact it is intended to be a big improvement on *Manic Miner* has caused Matthew the kind of headaches that Willy himself would appreciate.” Software Projects was primed and ready to publish *Jet Set Willy* – all we needed was for young Master Smith to escape Eugene’s Lair!

JET SET FROLICS

After a visit to deepest Woolton (Liverpool) we can report that the errant *Jet Set Willy* is alive and well, if a trifle late in emerging from that Surbiton Mine of his. Author Matthew Smith told us that the main reason for the delay was due to the builders who have not



Reclusive programmer Matthew

OMNICALC (48K Spectrum)

The best Spectrum spreadsheet you can buy. Written in machine code to be faster, to give you more space for data, and to allow more features to be included, it is guaranteed uncrashable.

- ★ 99 columns or 250 rows.
- ★ Fully prompted input.
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- + many more.

“If more programs shared the quality of OMNICALC then we might see more Spectrums in offices”
Home Computing Weekly 3/6/83

“It is ideal for someone who has just found the spreadsheet concept, but it is also a very powerful tool for anyone who has used one previously”
Sinclair User June 1983

A Proper Preview

With expectations for *Manic Miner*’s sequel reaching boiling point, the following issue of CRASH (number three, April 1984) brought copious screenshots and a fully-fledged preview of the Software Projects game. “Can there be any games-playing Spectrum owner who doesn’t know the name *Jet Set Willy*?” we asked rather pointlessly. “We’re confident that you’ll be seeing the game very

soon, especially as *Jet Set Willy* must be the most eagerly awaited program ever for any computer.” Judging by the revelation that votes for the game were already being received for the Hot Line Chart, it would seem that many Speccy owners were looking forward to getting their hands on Willy’s next adventure.

JET SET WILLY

At last, after months of hard work, the long-awaited sequel to *MANIC MINER* has arrived, and *Manic Miner* has emerged into the light of day from his sub-Surbiton diggings. Can there be any games-playing Spectrum owner who doesn’t know the name of *JET SET WILLY*?

The familiar figure of Willy is now set in less claustrophobic surroundings than he was in *Manic Miner* as he sets a young man who has made his fortune by digging out the subterranean riches of Surbiton and can now

afford a gigantic mansion. But the numerous screens look no easier. Even a casual visit to the Off Licence for a bottle of something is fraught with hidden dangers (well, it may be set in Surbiton, but it’s written in Liverpool), which include over-ambitious security guards and the biggest gapping pit you’ve ever had to swing across. Then there’s the leading guards, a deceptively quiet looking bridge, and all the problems associated with burrowing under mattresses.

There’s no way we can show

you all the screens or this magazine would begin to resemble a travel brochure, but then, the best way to travel is to do it yourself! We’re confident that you’ll be seeing the game very soon, especially as *Jet Set Willy* must be the most eagerly awaited program ever for any computer.

With something like £20,000 in the bank from *Manic Miner* royalties, Matthew (Manic) Smith can now sit back for a few more months and get rich all over again. But he’s more likely to be back at his favourite Tandy

working on yet another follow up. It will be interesting to see whether *Jet Set Willy* has the staying power of its predecessor, but judging by the (illegal) votes we have already received over the past two months on the CRASH HOTLINE for *Jet Set Willy*, it looks like it for a long time. (You may now start voting for it, by the way!)

With Matthew Smith himself at the controls keys, we get a sneak preview of Willy’s problems – it’s not an easy life at the top!

As we know, Matthew Smith hasn’t had much time for sleep in the past three months, so it comes as no surprise to see that the game reflects an obsession with beds...

When you’re worth a million a security guard is essential, but Willy’s not at that size – or secure...

...and suddenly the more of them – the leading security guard of Surbiton.

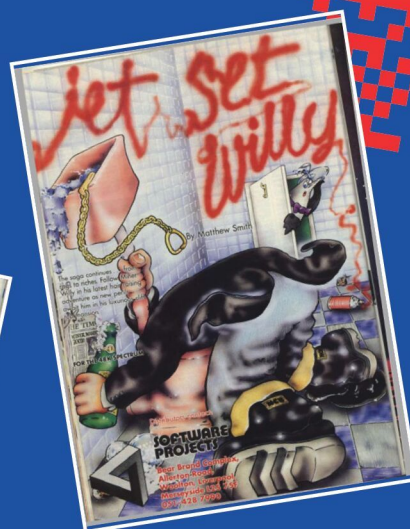
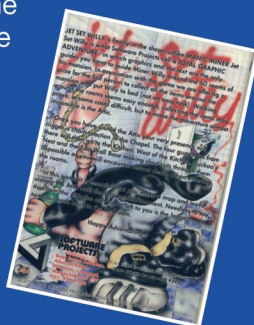
With sublime indifference to personal safety, Willy casually sails over the Gaping PIT.



Marketing

Roger Tissyman's famous artwork also appeared in issue three, Willy pointing his head down the toilet as he clutches a fizzing bottle of champagne. Strangely, Software Projects decided to overwrite the image with a barely-readable description of the game for its advert in issue four. The reason? Having offered a prize for the first person to complete the game, fans discovered a bug that rendered Jet Set

Willy uncompleteable. In the time-honoured fashion, the advert tried to disguise this as a feature rather than a bug. We weren't fooled – it was the start of the infamous Attic Bug story.



The Review

Jet Set Willy became our first CRASH SMASH in issue four (we had previously awarded 'Game Of The Month'), sharing space with the long-forgotten Tribble Trouble. "The details of the graphics are marvellous," noted one

reviewer. "The dreadful Maria with her pointing hand of accusation... the grinning heads, the leaping security guards, just everything has been worked as far as it can go." The acclaim was universal. "Jet Set Willy is a high point in the development of the Spectrum game," gushed another reviewer. "... I'm sure nothing will top this game for addictivity, fluent graphics, responsiveness

and sheer imagination." Undoubtedly, we loved Jet Set Willy and regarded it as the pinnacle of Spectrum gaming. Getting Started and Use Of Computer scored a solid 90%, but the most miraculous scores were reserved for Addictive Qualities (98%) and Value For Money – an incredible 99%! An overall score of 95% reflected the team's enthusiasm for this fantastic game.

COMMENTS

Control keys: alternate keys row Q to P left/right. SHIFT to SPACE for jump
Joystick: pointless having one, keyboard is much better
Keyboard play: highly responsive, but watch the tight spots, which have been purposely made as finicky as possible
Use of colour: excellent
Graphics: perfect
Sound: excellent
Skill levels: how nimble are your fingers?
Lives: 8
General rating: to date, one of the most addictive and finest Spectrum games.

Use of computer	90%
Graphics	96%
Playability	94%
Getting started	90%
Addictive qualities	98%
Value for money	99%
Overall	95%

Jet Set Willy

Producer: Software Projects
Mentor: Roger Tissyman
Author: Matthew Smith

There were various, but not many, comments on the game. It was a surprise to find that the game was so well received. The game was a surprise to find that the game was so well received. The game was a surprise to find that the game was so well received.

Use of computer 90%
Graphics 96%
Playability 94%
Getting started 90%
Addictive qualities 98%
Value for money 99%
Overall 95%

It is unusual to have two different review sections in the same issue, but this is what we have done. The first section is for the game Jet Set Willy, and the second section is for the game Tribble Trouble. The first section is for the game Jet Set Willy, and the second section is for the game Tribble Trouble.

JETSET WILLY TRIBBLE TROUBLE

For those who are not familiar with the game, it is a platform game where you control a character named Willy. The game is set in a dark, industrial setting with various mechanical parts and a large, stylized 'W' logo. The game is a platform game where you control a character named Willy. The game is set in a dark, industrial setting with various mechanical parts and a large, stylized 'W' logo.

Use of computer 90%
Graphics 96%
Playability 94%
Getting started 90%
Addictive qualities 98%
Value for money 99%
Overall 95%

Compo Controversy

Remember that competition? If Software Projects thought the controversy would go away once the Attic Bug pokes were released, they were sorely wrong. JD, of Redruth, Cornwall, made this very apt point in the letters pages of issue nine. "I was crestfallen, to say the least... the third Poke is the only one connected with the Attic Bug." The eventual winners used their poking skills to move an invisible item to the hall, enabling them to collect an 84th item. "The winners would not be able to collect 84 objects... even with the Attic Bug sorted out," lamented JD, who didn't enter the competition 'through honesty'. "The whole thing has left a sour taste. The ONLY way to win was to cheat." Lloyd was sympathetic with both parties, citing the pressure on programmers to finish games on time and recognising how easy it is for a game to release without proper debugging.

JADED AND DISGUSTED

Dear Mr. Mangram,
I bought my first issue of CRASH today (26/6/84) and was cheerfully perusing the pages when I got to page 100 and read the announcement that Jet Set Willy had some winners. I was crestfallen to say the least, but when I read the four POKES in bold type I was utterly disgusted and appalled. The third POKE is the only one at all connected with the Attic. The first removes two aliens from the row of four in The Conservatory Roof; the fourth replaces the orange block in the group of blues with a blue block in The Banyan Tree. The second is quite interesting. If Z80 buffs examine their text of Jet Set Willy from 93D1-9455, and reset bit 7 in all the data from A4AD-A4FF, then number the order in which the rooms are stored (C000-FD00) from 00 (Off-Licence) to 3C (The Bow), they will discover how the items are stored, and that room 1C (First Landing) has an object; it is actually invisible, and resides above and to the left of the cross. What Messrs. Holman and Ebe have done is to move it to The Hall.

I was able to collect 83 out of 84 objects before Easter. I found out what happened when you jumped onto the bed around late March. (POKE 38207,40 - the result is unexpected and clears up the mystery of the loo). I didn't claim the prize through honesty.

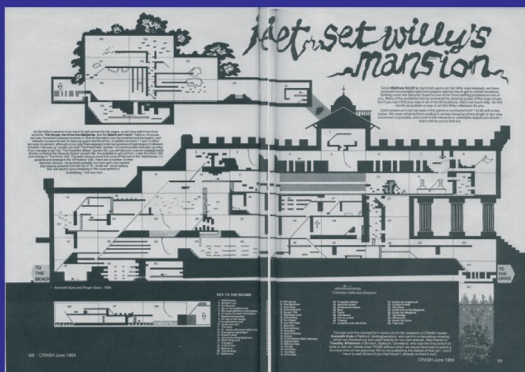
The whole affair has left a sour taste. The ONLY way to win was to cheat. There is enough dishonesty in the business with piracy without introducing impossible games with big prizes. The winners would not be able to collect 84 objects with eight men, even with the Attic bug sorted out. I could not contact Software Projects as I would instantly lay myself on the rack for disassembly, I thought.

You may think I'm a sore hypocrite; maybe I am, but there are a thousand others all over the country on my side in what should have been a massive controversy. Please prove I'm on my own in thinking this is unfair - for the good of this thriving industry. J. D. (Jaded Bytes), St. Day, Redruth, Cornwall.

I reckon that's pretty fair comment, and it would be interesting to see what Software Projects have to say to you. In general, I know that there's always a lot of pressure to get a game released on time, and JSW was certainly very late being finished, having been heavily advertised and anticipated. In these circumstances it is easier to see how a program can be rushed out when in reality it hasn't been properly debugged. Interesting, too, that despite its

Mapping The Mansion

Jet Set Willy's popularity would ensure it became a regular in the tips pages of CRASH, and just one issue later, we had a glorious map courtesy of reader Kenneth Kyle and our in-house art department. We laid out all 60 of Jet Set Willy's screens, from The Bathroom to The Bow of Willy's yacht, with a key and a small selection of tips.



A Poking Phenomenon

Eager Pokesters cracked Jet Set Willy as early as the month after its review, but we held back the pokes until issue six. One of the first sets of cracks focused on eliminating the Attic Bug, and with the blessing of Software Projects, finally admitting that maybe it wasn't the best of 'features'. Jet Set Pokemania continued throughout 1984, with issue 12 bringing a summation of the best. From standards such as infinite lives and accessible items to more bespoke pokes like removing Maria from the game and making the Banyan Tree a little easier, there was plenty of help on hand for Jet Set Willy fans.

JET SET WILLY ATTIC POKES

Still on the Manic problem of JSW, Software Projects have announced the winners of their competition for the first to complete and get to bed. They are CRASH readers Ross Holman and Cameron Elise of London. Ross and Cameron have also worked out how to get around the problem of the Attic - so successfully in fact that Software Projects have allowed publication of the POKES required to overcome the bug: Enter MERGE and press play



on cassette. Once the first part has finished loading, stop the cassette and enter:

CLEAR 32768

LOAD ""CODE

Start the cassette again and after the main part of the program has loaded enter:

POKE 60231,0

POKE 42183,11

POKE 59901,82

POKE 56876,4

If you would like to save the new version of Jet Set Willy, prepare a blank tape and enter:

SAVE "JETSET" LINE 10

SAVE "JSW" CODE

32768,32768

If not, to play the new version enter: **GOTO 40**
This routine will stop the chain of events which occurs the second you enter the Attic screen and which causes instant death in the four famous locations!

LM

Charting Jet Set Willy

Jet Set Willy scraped into the chart at number 41 in issue four. The next three months saw the platformer occupy the top spot before being dislodged by Ultimate's *Sabre Wulf* in issue eight. The Spectrum's famous ex-miner then hovered around the charts until issue 17, only to re-appear at number 14 in issue 48's All Time Chart, seven places above its predecessor.

CRASH HOTLINE SPECTRUM SOFTWARE CHART TOP 50 FOR JULY

(Figures in parenthesis indicate last month's position)

- 1 (1) **JET SET WILLY** Software Projects
- 2 (2) **MANIC MINER** Software Projects
- 3 (3) **ATIC ATAC** Ultimate
- 4 (4) **LUNCAR JETMAN** Ultimate
- 5 (5) **WHEELIE** Microsphere
- 6 (36) **CODE NAME MAT** Micromega
- 7 (14) **FOOTBALL MANAGER** Addictive
- 8 (6) **3D DEATHCHASE** Micromega
- 9 (7) **SCUBA DIVE** Durrell

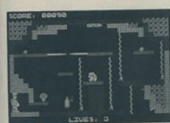
Hotline All-Time Top 30

1	MATCHDAY	OCEAN 33 (0) 746
2	ELITE	FIREBIRD 22 (2) 567
3	COMMANDO	ELITE 20 (5) 468
4	LORDS OF MIDNIGHT	BEYOND 29 (0) 454
5	BOMBJACK	ELITE 16 (0) 381
6	PAPERBOY	ELITE 12 (2) 330
7	SABRE WULF	ULTIMATE 16 (6) 313
8	WAY OF THE EXPLODING FIST	MELBOURNE HSE 17 (3) 311
9	KNIGHTLORE	ULTIMATE 14 (3) 304
10	ATIC ATAC	ULTIMATE 13 (0) 294
11	HYPERSPORTS	IMAGINE 16 (1) 293
12	MATCH POINT	PSION 19 (0) 289
13	GHOSTS N GOBLINS	ELITE 13 (3) 280
14	JET SET WILLY	SOFTWARE PROJECTS 12 (3) 279
15	QUAZATRON	HEWSON 14 (1) 277
16	BATMAN	OCEAN 16 (0) 271
17	DALEY THOMPSON'S DECATHLON	OCEAN 16 (0) 271
18	GAUNTLET	US GOLD 9 (8) 267
19	DOOMDARK'S REVENGE	BEYOND 15 (0) 263
20	URIDIUM	HEWSON 11 (0) 260
21	MANIC MINER	BUG BYTE 13 (1) 258
22	COBRA	OCEAN 10 (0) 257
23	ALIEN 8	ULTIMATE 12 (1) 249
24	STARQUAKE	BUBBLE BUS 13 (0) 244
25	LUNAR JETMAN	ULTIMATE 10 (0) 232
26	UNDERWURLDE	ULTIMATE 11 (0) 221
27	SPY VS SPY	BEYOND 13 (0) 212
28	SPY HUNTER	US GOLD 10 (1) 209
29	SPELLBOUND	MASTERTRONIC 14 (0) 200
30	GREEN BERET	IMAGINE 10 (0) 198

Award Season

But enough of this – presumably, Matthew Smith's classic would clean up at the CRASH 1984 Readers' Awards? Nope! *Jet Set Willy* became the bridesmaid of 1984, coming second behind *Monty Mole* (Best Platform Game), *Daley Thompson's Decathlon* (Best Overall Arcade Game), *Sabre Wulf* (Best Advert), and *Lords Of Midnight* (State Of The Art Award). Better grab a drink, Willy!

MONTY MOLE
by GREMLIN GRAPHICS



One argument about the 'Oscars' is that it is the films towards the end of the 'Class' year that tend to win the awards, with the earlier ones tending to be forgotten. That's as may be, but Gremlin's *Monty Mole* won by a comfortable margin over *Jet Set Willy*, taking 40% of the total vote. Third in line was Frank N. Stein from P. S. S. Written by Peter Harris, *Monty Mole* sprang to fame via the TV news, with its timely caricature of Miners' leader

Final Thoughts

Jet Set Willy is a legend of the ZX Spectrum, a famed piece of gaming that's so perfect – despite its imperfections – that it thoroughly deserves its revered status today.

COINZ are Mine!

©>:]



Drunk Fly

£ FREE • 📅 MAY 2023 • 🖨 48K / 128K

DOWNLOAD: <https://bit.ly/42SMcU>

They say money makes the world go 'round, so how apt that this game features round money. That's coins to you and me. I'm not saying this game makes the world go around, but it's certainly one to keep us entertained. The aim of the game here is to collect the coins found in each level and then bring them back to the gate from whence you came. 'That doesn't sound very interesting!' you may exclaim, but it's not as simple as just walking across the room, picking it up, and then walking back again. You'd be right in saying it's not interesting if that were the case, though thankfully, it's not. Well, actually, the first level is a bit like that, but it does get more complex, I promise.

Criticism

Twenty levels await as you enter the world of numismatics, with each getting a little tougher as you go. Standing (or sometimes flying) in your way are ghosts, bats, and rather fearsome-looking plants in the guise of Audrey II from Little Shop of Horrors. In other words, things you really need to stay away from. Simply



avoid said creatures, collect the coin, and then be on your way, though these beings are not here to make your life easy. You'll be pleased to know that you don't have a set number of lives, so should you fall foul of a nasty, you'll be back on your feet after a brief pause. Ready to get killed again, more than likely. As you move along the levels, there are items available to help you along the way - a gun will help you kill ghosts and bats though they will reappear after a short period of time. Similarly with the Audrey's - a





Blocks can be used to elevate when platforms are too high, but also double as weapons, taking out any enemies unfortunate enough to get in their way. The same can be said for coins - not only

quick shot with the gun will see them keel over, only for them to rise up again, The Undertaker-style, before you've had a chance to belt it across to the other side, meaning you'd better get a move on.

are they nice and shiny, but they're also lethal to nasties, though sadly, this applies to you too. Yes, it is humorous when you realise that you've technically just run yourself over with a giant coin (like a low-budget Raiders of the Lost Ark - except it actually

gets you this time), but it can be frustrating if you don't learn your lesson. Guess who didn't learn their lesson?

Graphically, *Coins Are Mine* works on the minuscule scale in terms of sprites, though they have a high level of animation which makes them rather detailed and charming.

Despite being a stickman, you can clearly see him panting for breath when he's been run over by a coin. Or foiled by anything else, for that matter. No, I don't keep killing myself with a giant coin, okay?

- Paul Davies



Gordon's Take

No, mate, these coins are actually mine! What a gem of a game this micro-graphic platformer is, and it's highly addictive. Sometimes, the simplest concepts are the best, but that doesn't diminish the game's challenging nature. It's easy to get killed by assuming each level is the same as the last one. The enemies on each level are determined to protect their money and will make it difficult for you to steal it. The game maintains an excellent pace, and the control of the main character is very fluid. Additionally, once you've completed the 20 levels and want more, the exciting 2-player "capture the coin" mode is a blast to play with a friend.



Comments

The graphics are small, cartoony, and nicely animated across the board, whilst the sound is big, bold, and funky across the board. Overall, this is a nice platformer which makes use of its very small sprites by adding a high level of detail. Simple at first, but then builds up to a fair challenge. Nice.

Keyboard: Redefinable

Joystick: Sinclair, Kempston

Use of Computer:	76%
Graphics:	78%
Playability:	79%
Getting started:	80%
Addictive Qualities:	78%

Overall: 77%

Reviews

SERAPHIMA



Zosya Entertainment

£ FREE • 📅 MAY 2023 • 🎮 128K

DOWNLOAD: <http://bit.ly/43DoX91>

Seraphima lives in a rather bleak world. In a war between good and evil, Marauders have taken over the land, killing all but one of the Guardians, Seraphima herself, meaning she has a choice to make. Does she relent and allow them to take total control, or does she stand up and fight? Determined not to let the Marauders completely take over the Earth, Seraphima decides to fight, intent on killing them all to ensure the world does not fall to such evil. One woman against

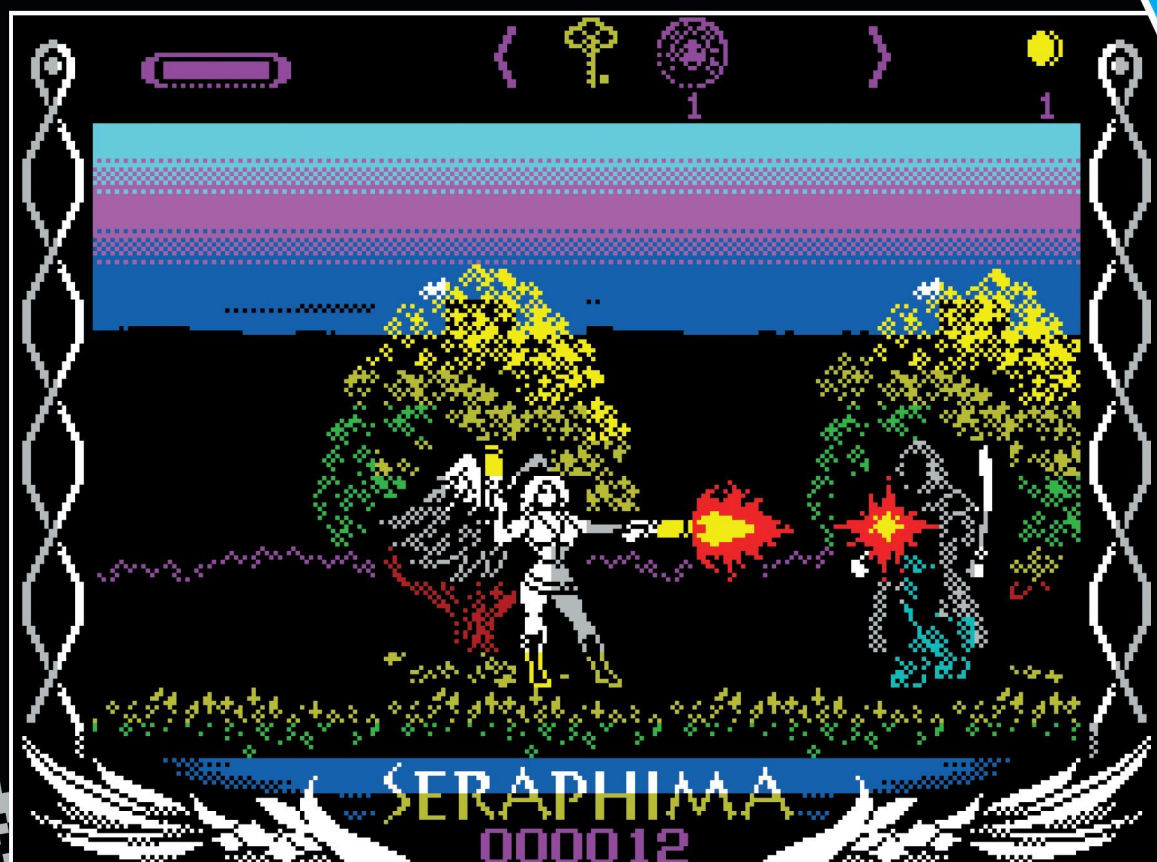


thousands may sound like a reach too far, but she's not alone. With the spirit of her mother to guide her, she steps up and forward to a mammoth journey and fights with only one outcome in

mind - total destruction of the Marauders. Well, what's the worst that can happen?

Criticism

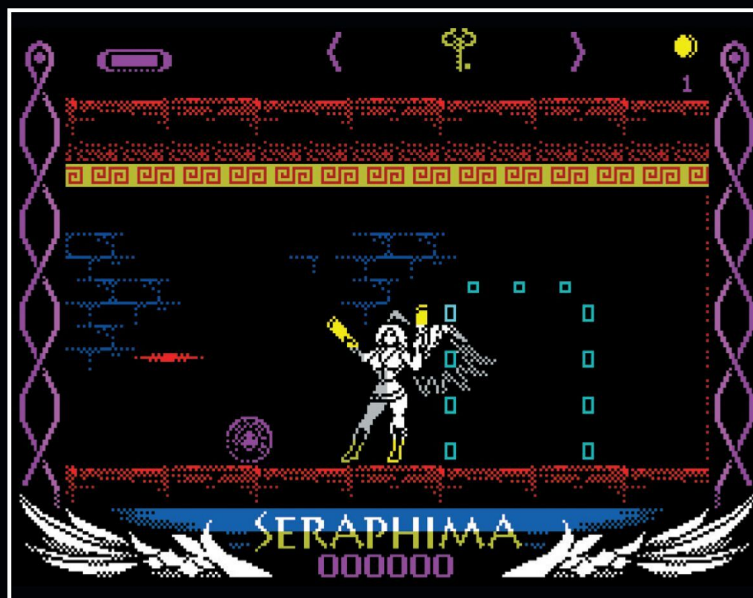
Seraphima follows in the same vein as other Zosya adventures that have come before it. Think *Valley of Rains* and then crank it up a bit. Seraphima moves with such grace, her wings floating behind her as she runs at a pace, though they also do their bit when she's standing still. Starting out



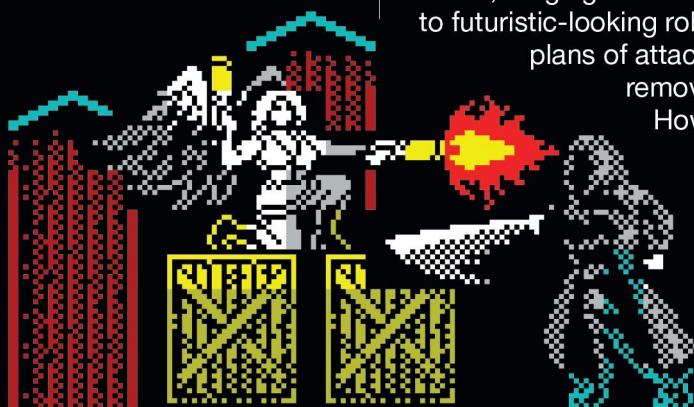


empty-handed, you'd be forgiven for thinking you were more up against it than you initially expected, but early on, you're greeted by the spirit of your mother, who guides you to a chest within which you find your father's guns. 'Now they're yours', she advises you. Sounds like a win-win situation to me. Armed with your father's guns, this now puts you in a better position to get on with the task at hand.

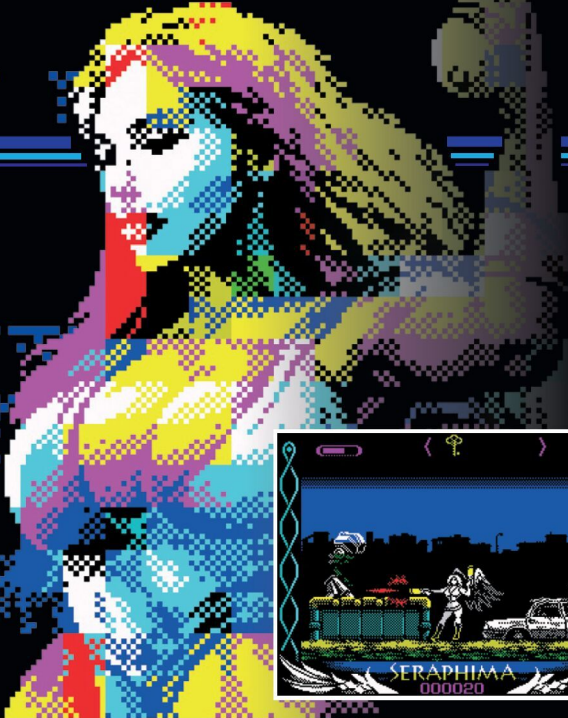
It's not all about guns obviously (it isn't?), as throughout the land, there are many items to collect, some of which will help you in your quest: notably items that will increase your energy capacity and energy levels - you're going to need these, let me tell you. Guns are great, but with such a number of enemies lurking around each corner, Seraphima is susceptible to the odd projectile or two, so you'll need to be on your toes more often than not.



The play area is huge, with doorways leading Seraphima down various paths and walkways to different areas of the land. Some are dangerous, whilst others will offer a place of respite for you to gather your thoughts and bearings, or you may even bump into The Oracle, who will deliver important messages to you. There are a plethora of different enemies to take on, ranging from evil Death-like spirits and giant lizards to futuristic-looking robots, with each requiring different plans of attack to defeat and each intent on removing you permanently from the world. How nice.



The game is so beautiful to look at - and as big and bold as you would expect from Zosya. Huge sprites, great animation, great music, the small details (the smoking gun barrels are a



Gordon's Take

Seraphima represents what I believe to be the pinnacle of everything Zosya Entertainment has accomplished (to this date). I thought *Valley of the Rains* was a quality title, but perhaps a bit linear. This game spiritually expands upon that and allows the player to experience a sense of freedom as they roam the world, with its numerous doorways and multiple routes. Many graphical touches make this game special: the beautiful hues of the skyline, the brilliantly animated close-ups of Seraphima as she declares, "I am ready!" and my personal favourite - the subtlety of the smoking guns after a shootout with an enemy. The game has been honed with a gleaming polish. The game world is vast, with ever-changing locations. How they managed to fit all of this into 128K is beyond me. Zosya is back, and they mean business.



particularly nice touch), slick parallax scrolling, impressive speech samples and some quite excellent cut-scenes - they've pulled out all the stops - again - and delivered another masterpiece in Speccy gaming.

This is a real adventure of a game. You're totally sucked into the world which has been created, and you're compelled to play, not only to stare in awe of what is in front of you but to take on the job in hand - take back control of the world!

Paul Davies

Comments

The visuals are of the highest quality in every area, as is the audio. Great soundtrack, too. I'll go out on a limb and say that this is Zosya's finest hour, their Magnum Opus. A game of such high quality, you'll be pinching yourself in disbelief. Wonderful.

Keyboard: Q,A,O,P, SPACE

I for inventory (definable)

Joystick: Sinclair, Kempston

Use of Computer:	95%
Graphics:	95%
Playability:	90%
Getting started:	85%
Addictive Qualities:	88%

Overall: **93%**

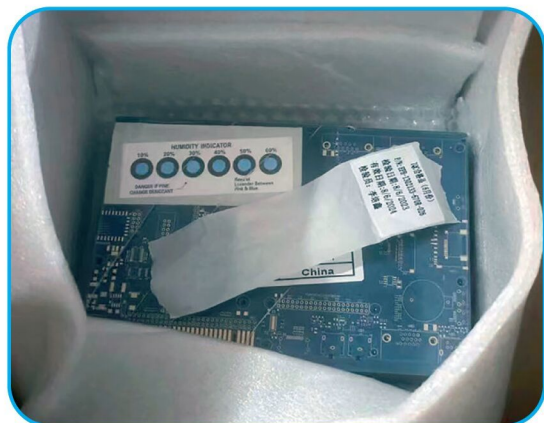


It's been a long time coming, but the second batch of Spectrum Nexts are now firmly on track to be delivered to the many backers who put their trust in the project all those years ago. **Mike Cadwallader** shares his thoughts on the journey the team have been on.

We're now eight weeks into the production phase of the Kickstarter 2 Spectrum Next. In this time, nearly 6000 bare boards have been manufactured, and the core, distribution, NextPi2, and three of the four stretch goal games have been handed over to our manufacturing partner in China. The manual has been updated and improved and is now in the process of being printed (with an index this time around).

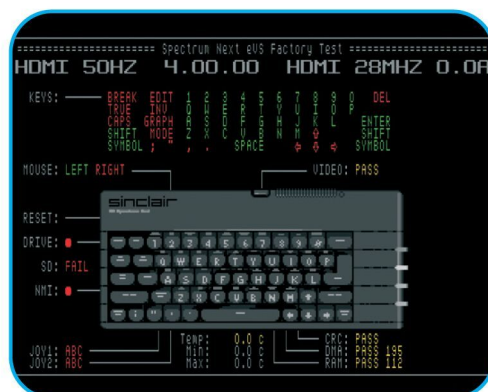


A small PCB assembly pre-production run was carried out in order to prove all the various manufacturing processes, and this run was then expanded to create 250 Issue 4 boards. The packaging element is now in full swing, one of the few things we're trying to keep secret, so there is at least some element of surprise. Of course, social media will likely rob thousands of backers of that!



6,000 PCBs, both main boards and daughter boards now in storage, vacuum-sealed and humidity-controlled.

Fulfilment is always a time of dread, and it is approaching rapidly, and even with the first Kickstarter under our belts, it doesn't make things any easier. The prospect of our new creation taking flight and landing in the hands of so many backers is both liberating and nerve-wracking. We have done as much as we can; the team has pulled out all the stops and burned the midnight oil.



The A7 factory test - screenshot from CSpect purely for illustration purposes.

We have spent thousands of hours testing, refining, and testing again.

Just for once, it would be nice if we could achieve a deadline without external factors throwing us significantly off course. This is why I hope there will be a third attempt at a Kickstarter, building on what we have learnt and the significant development time expended in improving all aspects of the Spectrum Next. It would be a waste of all that effort otherwise.

Is there enough interest though? Will people be reinvigorated when this new batch of Spectrum Nexts land?



Gordon King investigates the status of previously announced NEXT games, and gives developers the opportunity to update CRASH readers on when we're likely to get our hands on them.

Dreamworld Pogie was announced as an early Next game during the original Kickstarter, much to the delight of fans of The Oliver Twins.

Pogie, who had many guest appearances in the *Dizzy* series, finally got his own game, but that was for the Nintendo Entertainment System in 1992. It would great to see this lovable and cute furball return to the home that nurtured him. But it has been rather quiet, hasn't it? Is the game still in development?

CRASH caught up with W.A.S.P. programmer Lyndon Sharp to get the lowdown, and it's all looking good, folks. There is a demo of level 1 that many have played, all the graphics are

done for level 2, and it's just the code for the baddies, and some additional features are required to get this running. Then it will be on to the other levels. There is also a change in the musician for the game - Richard Falkner is creating the melodies instead of Allister Brimble. We're sure he'll do the game proud. It may seem that the game is a while off, but as the coding goes through refinement for the first two levels, it should come together more rapidly.

The main thing is - *Pogie* is still happening, Yolkfolks!





TENGU



Cavern Games

£20 / 8.95 • 📅 MAY 2023 • 🎮 NEXT

DOWNLOAD: <http://cavern.games/Tengu>

With the Next's expanding library of action-based titles, the core group of developers are branching out into new genres that are being made possible by the growing knowledge of the system's capabilities. Though encouraging that the titles on offer will continue to diversify, it's a negative possibility that classic game styles may be left in the wake of progress. With a narrower field of development teams, gamers may become dependent on hobbyist coders or their own skills to create games that appeal to more passive gameplay preferences. With many Next owners lacking those skills, waiting for games that scratch that particular itch can sometimes be frustrating.

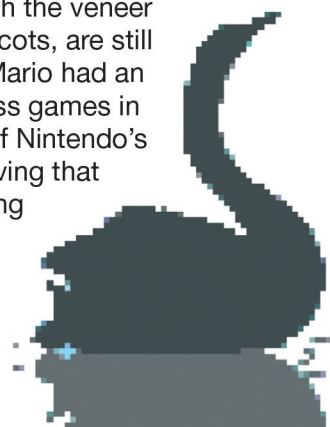
Surprisingly from a publishing team best known for their first Next title, *Bikers*, the first dedicated racing game for the platform, Cavern Games' latest release goes decidedly low-tech with the oriental-themed logic puzzler, *Tengu*. Bizarrely for the simple premise nonogram solving, the gameplay is loosely backed by a basic storyline. The player is cursed by the titular supernatural creature and has to solve all 100 puzzles set by the mythical demon to escape the curse's grasp. Logically solving each hidden picture unlocks increasingly difficulty new picture puzzles, increasing in size and complexity to test the player's problem solving abilities against tighter and tighter time limits.



Criticism

A massive departure from their fast-paced first Next game, Cavern Games do at least know how to make their software instantly accessible. Though there is now some choice on the platform when it comes to puzzlers, with varying gameplay types and degrees of quality, this is the first picross puzzle game to reach the Next. Some might say that's a good thing, given modern gaming sensibilities and the Next's capability for handling faster, more action-packed games than its humble predecessors, but to dismiss a more sedate form of gaming simply because it doesn't test the hardware or reflexes of gamers seeking greater hand-eye co-ordination challenges would

be churlish. Ignoring for a moment the arrogance of presuming every gamer looks for the same challenges in their interactive entertainment, one has to remember that big players like Nintendo have made a career out of supplementing their lauded first-party action games with themed puzzlers of varying types that, underneath the veneer of their popular plumber mascots, are still very basic at heart. Indeed, Mario had an entire series of his own picross games in the 90s that spanned many of Nintendo's contemporary platforms, proving that the game best known for being played with paper and pen could be equally enjoyed digitally.





Tengu may not have the pulling power of a big name mascot to add to its presentation and appeal, nor have its own cuddly character to add some levity to the brain-testing gameplay in the same way that, say, the earlier Next block puzzler Crowley's World Tour has, but what it does do is set a pleasing mood for the more logical puzzle solving with its oriental theming. The slightly absurd 'story' is only presented as a reason for the graphical styling and audio design choices, which pair very well with both the Eastern origins of the nonogram puzzle and the zen-like focus that will best aid the player in working out a faster solution. The randomly selected backdrops and music when beginning each puzzle do offer a little visual variety without being a distraction, as well satisfactorily breaking the silence without becoming an aural nuisance.

Where Tengu unfortunately lacks is ironically within its focused appeal. Though a perfectly satisfying and easily controlled picross game, the appeal of such a specific puzzle genre is always going to be limited. The theming has been added to try and increase that appeal and raise it above the experience of a basic puzzle book, but this will still only elevate the experience for those already interest in the specific puzzle challenge of logical picture solving. Therein lies the additional issue of not quite offering enough extra for fans of the genre who might well get a lot more value out of the game, had they been considered a little more. Not offering redefinable key commands forces long standby sessions in 2-handed keyboard positions, which could be avoided if the keys could be remapped to a small user-chosen cluster of keys for comfortable, extended, one-handed play. For those with great logic

Gordon's Take

When you've had your fill of action-packed gaming, it's time to unwind and embrace the soothing world of *Tengu*. Kick off your Crocs and immerse yourself in the serene realm of Japanese Shikantaza meditation. Here, you'll encounter a captivating puzzle that seamlessly blends the mechanics of *Minesweeper* and *Sudoku*, resulting in an immersive but very sedate experience. As you contemplate your next move, you'll be embraced by one of the most tranquil soundtracks you've ever heard on the Spectrum. While this puzzle may pose a challenge, it doesn't overwhelm you with stress, even with the presence of a time limit. *Tengu* is up there with some of the best puzzlers to embrace home computing.



skills, they will also reach a premature conclusion as the puzzle library only contains 100 fixed puzzles, meaning little more than a speed run challenge after they've all been solved.

Though this game will inevitably be divisive by its very concept, it's one that is worth picking up for fans of the genre. It's unlikely there will be any more

Picross games released for the platform, or at best, they may be very bland and unpolished personal projects. Though it would be nice to have offered gamers a large library of pixelated art solutions to continue the challenge, offered a custom picture creator, or perhaps incorporated some recognisable character art from the Next library, the Picross experience is at

the very least challenging against the time limits in 'Game A' mode, is presented in a clearly contrasted text and graphical style to be comfortable for the senses with extended play times, and offers something a little different for the Next library. It would be difficult to recommend a physical purchase for anyone but completionist collectors, but it's worth a digital download if you fancy something with a change of pace and cleaner presentation than your typical homebrew puzzler.

- Craig Turner

Comments

Graphics consist of basic grid play fields, brightened up with well-contrasted themed backdrops. Sound-wise we have minimal effects to disturb the relaxing ambient oriental themes. Overall, this is an addictive puzzler offering decent challenge as levels progress, though finite longevity, with limited puzzles included.

Keyboard: Q,A,O,P non-definable
Joystick: Kempston, Mega Drive

Use of Computer:	60%
Graphics:	60%
Playability:	60%
Getting started:	80%
Addictive Qualities:	70%

Overall: 60%

CRASH *Back Review*

Gordon King takes a look at a game which escaped the gaze of the original CRASH team.



Zeppelin Games

£ 3.99 • 1992 • 48K / 128K

A wise man once said, "A pool table is like a mirror - it reflects your skills, or lack thereof, with perfect clarity. Just remember, if you're going to miss a shot, make it look like you meant to do a trick shot".

This is no different in video game adaptations of this popular sport. If you lack the gentleman's finesse of snooker and consider yourself too cool for billiards, then pool is the ball game for you.

With its quick rounds, customary beer, and the nuances of local rules, it's a perfect pick-up-and-play game.



Whether you're good at it or not is a different kettle of fish! This latter day game on the Speccy dares to venture into the realm of 3D, something only a few software houses had the gumption to do.

Cleverly, to avoid perspective judgment when aiming the cue ball, the game jumps to a top-down view when setting up your shot. Once the ball is on the move, the game reverts

to the promised 3D glory - as suggested in the game title. If you have the misfortune of not having many friends, you can always play against the CPU in tournament mode.

However, by skill level 9, you cannot afford to make a single mistake. A welcome addition to this game is the inclusion of billiards and trick shots. The former is almost a defunct game in the U.K. nowadays, and the latter is always good fun for a muck around. But do remember to make every shot look like you intended it.



American 3D Pool

AJR

Criticism

I spent countless hours on CDS Microsystems' pool, thinking that, at the time, it could never get better. So, I fired up this version, expecting a similar pang of nostalgia and enjoying a lovely little session of playing with my balls. Unfortunately, the 3D aspect of the game is an utter mess.



There's a degree of an acceptable amount of colour clash, and then there's this visual disaster that makes you think your Spectrum's ULA just went on a package holiday to Chernobyl. It robs you



of any joy from the 3D part of the game. The physics are pretty decent, but the table, in relation to the size of the balls, is a little out of proportion – but I can forgive that, just not the GBH directed toward my eyeballs.

As I mentioned earlier, it's great to see billiards included, and it makes for a welcome change. The trick shots are decent enough too. Especially since there's an editor, you can experiment with ideas, like on the real thing. Ultimately, this game is a lesson in why

Firebird, when they released 3D Pool in 1989, stuck with monochrome as per the 3D standard at the time.

- **Gordon King**

Comments

There are better pool games than this, and it's probably best to stick with 2D. The graphics are "your eyes will die"-level bad, and there's not much going on in the sound department. Just a few effects of the balls hitting each other.

Keyboard: Redefinable

Joystick: Sinclair, Kempston

Use of Computer:	50%
Graphics:	38%
Playability:	41%
Getting started:	60%
Addictive Qualities:	54%
Overall:	49%

CRASH *Back* Issue 16

Paul Davies straps on his rose tinted glasses and takes us back to CRASH of yesteryear.



Sport is dead - long live sport. Of course, no, it's not dead, but maybe the foray into computer game-based sport has had its day. 'Already?' you may ask. Over the last couple of years, we've seen several successful titles come the way of the Spectrum - *Daley*, *Football Manager*, *Hyper Sports*, to name a few. Though with CRASH's main cover headline citing this may well be a dying genre, it also

advises that inside is a look at the games that could be keeping the genre alive. Upon closer inspection of Oli's cover art, you will notice that his

way. It's time (again) for the price of the magazine to increase. I bet it's Mangram demanding a pay rise again! No, it's actually the price of paper again. Why does paper cost so much?

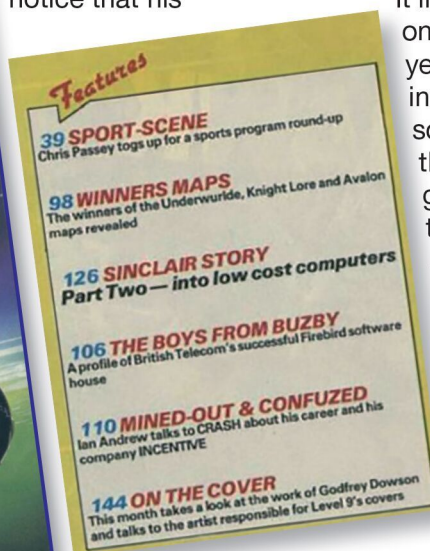
It literally grows on trees... But yes, paper has increased in price, so, unfortunately, that means we're going to have to start paying a little more each month for our favourite Speccy-based mag. 95p is the new retail price for monthly fix, and according to details in the editorial,

this is also in part due to the state of the pound against the dollar. Now that kind of thing goes over my head, to be honest, so I won't pretend to know why this affects it, but what I will say is, 'Dammit, Wall Street!'. That is where all these things get decided, right? Buy! Sell! Exchange! and all that. A 10p increase isn't that bad, I suppose, given how much I love the mag, and hey, maybe once the cost of the paper is covered, a pay rise can be afforded to Mangram anyway - he deserves it.

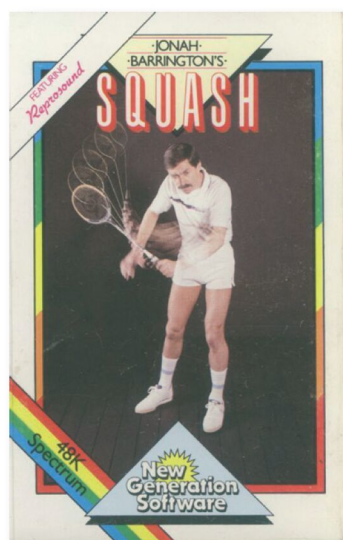
robot-looking sports character is comprised of several different sporting artefacts. Very clever. The more you look at it, the more you see. A tennis racquet, an F1 racing car, a golf club - it has everything.

So, this month's iss... ooh, look - a horse! Sorry, just spotted another one. Anyway, where was I? Ah, yes. Let's see what's inside.

First off and CRASH is on the up! Woo... oh no, not in a good



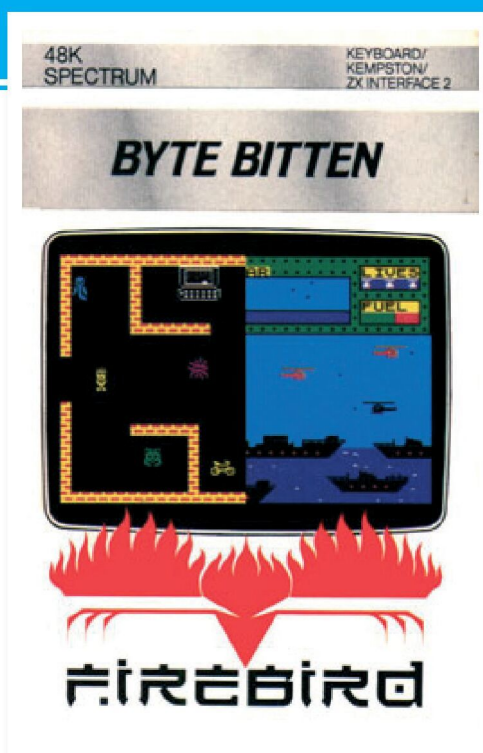
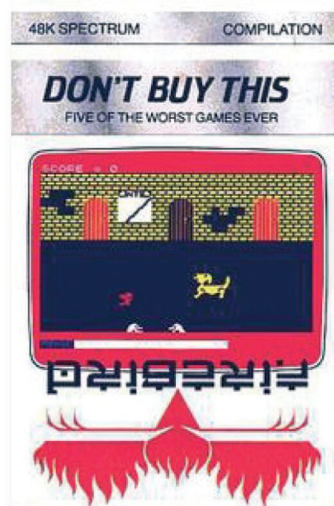
Speaking of which, he's up first with Merely Mangram as he looks at some previews of new games and the ones that CRASH hasn't quite had enough time to review yet. First in his sights this month (and you could say he's making a 'racquet' about it) is the upcoming game from New Generation Software featuring the UK's best (only?) squash player - Jonah Barrington. The originally-titled *Jonah Barrington's Squash* is being developed by Malcolm Evans - yes, that guy - and it's shaping up to be something special. If you like squash.



The game is an overhead-perspective 3D game that includes the clever use of a shadow under the ball so its distance from the player

can be seen. Nice. It also features speech which, as Lloyd points out, is rather decent and doesn't require any speech hardware add-ons. Wow. We really are being treated here. Is this enough to get me excited about squash? Erm, probably not, but if I see it in a bargain bin a few years, maybe.

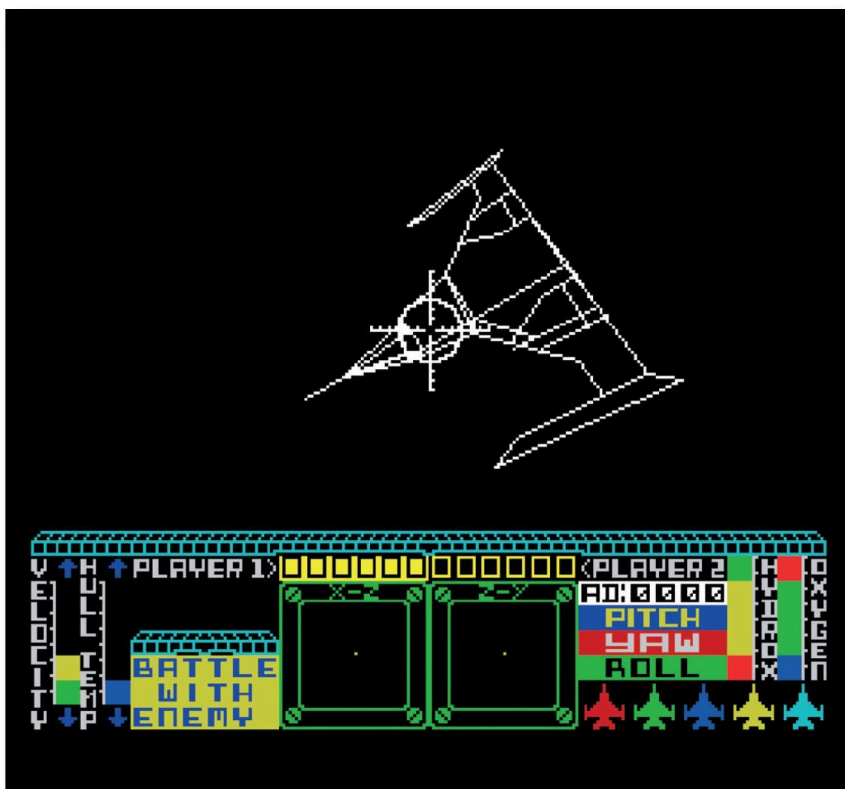
Elsewhere, Firebird is having a reshuffle with their budget Silver Range. Gone are the likes of *Terraforce*, *Crazy Caverns*, and *Byte Bitten*, and in come the likes of *Short's Fuse*, *Helichopper*, and the not-so-brilliant-but-it's-not-meant-to-be *Don't Buy This*. Retaining their price of £2.50, it may well be worth a



stab at one of these, though please try not to be too optimistic about *Don't Buy This*, their long-threatened release of some of the worst games ever made. Would a software house be so honest about how terrible a game or games bearing their name is or are? Is it some clever ruse to make people buy it or a genuine warning?

Wanna take a punt for £2.50? Well, clearly Firebird would like you to.

The first game up for review is another (they seem to be quite prolific recently) from Melbourne House. At first glance, you'd be forgiven for thinking you were looking at a screenshot of the very



giant letter floating about, which must be collected. Many letters need to be collected this way, and when you've gathered them all, you then have to re-arrange them to spell out a word that ties in with an historical event. After deciphering the word and, indeed, what event it could be related to, you then need to locate the time warp (easy to find - it's just a step to the left) and decide which one of the time zones that is located in it contains the one relating to the event.

famous and popular *Elite* - but you'd be wrong. The black, star-studded blanket that we call space takes up half of the screen, on the forefront of which is a wireframe ship - which I assume is the one that you fly in the game. The game is called *Starion* (sorry, I took a while to get there, didn't I?),

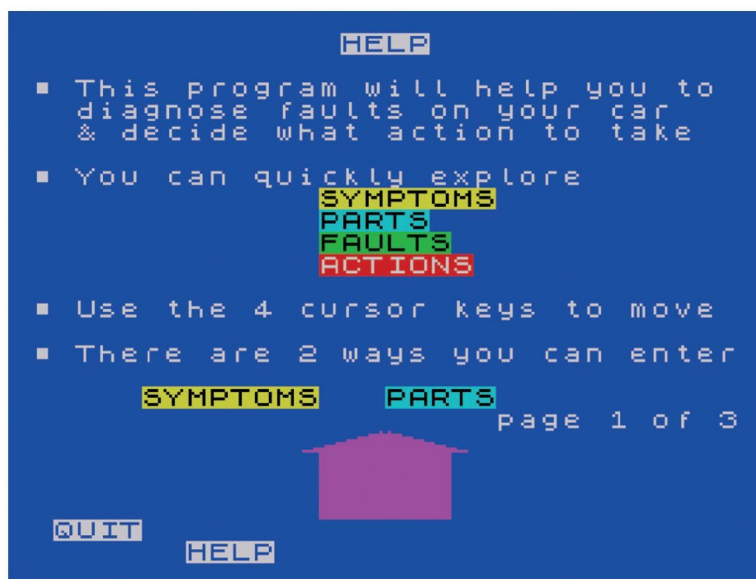
and you take control of the space academy's timeship as, yes, you guessed it, you have to take on some evil aliens. These blasted aliens have travelled through time and removed important items from historical events, altering and affecting the space-time continuum.

Sounds like a lot of brain work, but CRASH loves it. Not just the brain workout, but the game as a whole - the graphics, gameplay, and the fact that it's two-player. Not sure how that works, but it sounds fun. Needless to say, it's a CRASH SMASH. so maybe this one is worth a try.



To correct this, you must patrol the outer regions of space, destroying the alien ships, which, in turn, leads to them leaving a

Something a little different now, different in that it's not a game we're going to look at, but more of a utility. Have you ever had a problem with your car, looked under the bonnet, and done your best to look like you knew what you were looking at, or that thing where you rub your chin and suck air in through



your teeth like a professional mechanic would? While, of course, not actually having a clue what was wrong with it? Well, now is your chance to do all that, but this time around, you'll be diagnosing faults like a professional (you may even be able to charge extortionate rates, too) because Car Cure is here! Simply load the program, choose your car issue from several options, such as 'starting the engine' and 'Instruments and warning lights', select which is the one you're having trouble with, and this will take you along a path that will provide you more options relating to the issue as you go along.

Selecting the relevant option will finally give you the diagnosis that you need, and it will also tell you whether this is something you can fix yourself or not.

In theory, this is fine, but in practice, I would imagine it would just tell you to go to a garage in most cases, which you could have done in the first place. Whether or not you think you'd have a use for it, CRASH is certainly a fan giving it a respectable 75%. How much is it gonna

cost ya? Ooh...*sucks air in through teeth*, gonna be at least £9.95. Plus tax.

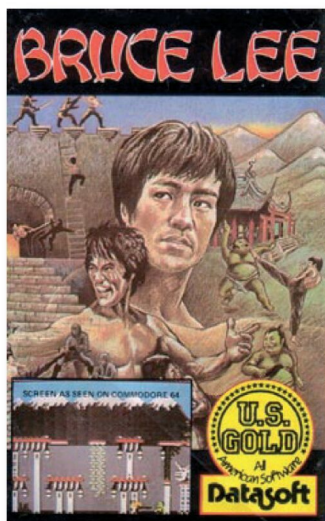
I love a good fighting game, and here it looks like we have a bit of a special one. One that combines kicking and punching people, platform action, collecting shiny things, and the most famous martial artist in the world - Bruce Lee. US Gold has done the same thing CRL has done with their game featuring Jonah Barrington, and given this game featuring Bruce Lee the most unoriginal title ever - *Bruce Lee*.

Couldn't they have just whacked 'Karate' on the end of it, at least? Never mind, *Bruce Lee* sees Bruce summoned back to his homeland to take on and destroy an evil wizard who runs the underworld. Bruce's





first task is to find his way into the underworld by finding the secret entrance to it. Where this entrance is,



no-one knows.

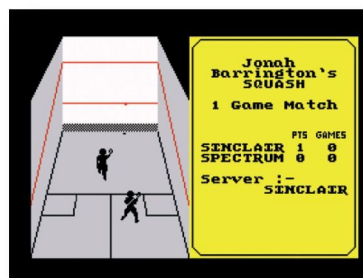
Actually, they do - CRASH says so in the review. Bruce must collect the many lanterns that are present in the upper world, which will reveal the entrance in

which you can leap into and take on the next part of the adventure. The upper world features platforms to navigate, though when you get underground, you have to deal with spikes, exploding bushes, and electrical charges. Ouch. There are a couple of other enemies to deal with too, and they both pack a punch (and a kick).

These two characters are called Green Yamo (who doesn't actually seem to be green, the liar) and a nameless ninja. Both will try to kick the bejesus out of you, following you wherever you go, including when you make your way underground. Don't they have anything better to do? You can fight back by punching, kicking, and fly-kicking (nice!), which will make them disappear off-screen for a few seconds

before they come scurrying back, allowing you to get on with the job in hand. It looks like a lot of fun, and CRASH is very impressed with this one, and I have to say I am too. That image of Bruce fly-kicking a Sumo in the back is enough to get me excited and part with whatever amount of money US Gold wants. Sign me up!

Oh, that was quick - we're at the end of this review already. Probably too much gabbling on about that car-diagnosing utility that I'm not going to buy. I mean, I don't own a car, but that's got nothing to



do with it.

Honest. I didn't even get around to looking at that article about the best sports games for the Spectrum. Umm... Daley Thompson's probably, and if there's a new sports game you'd rather try, hang about and wait for Jonah Barrington's Squash - it's sure to get your heart pump-kin...

Sorry, wrong type of squash.



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